Polyhedron®

NEWSZINE

AUGUST

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Notes from HQ

Tournament Program Expands

The RPGA® Network is proud to announce an exciting change to the tournament program, one which could increase your show's attendance and bring people back next year. The basic concept of the program remains the same (submission deadlines, tournament limits, etc.), with new emphasis on what TSR can do for your show.

Convention Honcho
TSR's Convention Coordinator (not to be confused with the RPGA Network Tournament Coordinator) is Ken Whitman. Ken will be working with the Network to institute these changes to the tournament program, ensuring that convention organizers receive all material needed under the new policy. Ken is also the new on-site manager for the GEN CON® Game Fair.

TSR Celebrity Support
You can bring a TSR staff member to your show as a celebrity guest. We provide photos and bios of each guest, who will demo exciting new products, sign autographs, judge contests, and participate in any other entertainment you have planned.

To participate in this program, you must provide transportation, lodging, and food expenses for the guest. We need the application for celebrity support at least four months in advance—so book early.

Convention Promotions
To give your show more exposure in the gaming community, the Network will spotlight your event in the Newszine and supply your show with additional prize support (beyond the standard Network prizes). In return we ask to place a Network membership form in your on-site program. We supply all camera-ready art for this promotion with your convention's name on it.

Other promotions include convention bags to stuff with on-site fliers and convention info, and trading advertising in your program books for TSR product.

Where Do I Sign?
Any convention organizer requesting info, or anyone running Network events at their show in the past six months, will receive a convention support package soon. This packet explains everything you need to know about this new program. If you would like more information, send a request to:

Ken Whitman
TSR, Inc. Convention Coordinator
201 Sheridan Springs Road
Lake Geneva, WI 53147

A Parting of Ways
At the risk of being a copy-cat, I will be leaving the RPGA Network this July for TSR's Creative Services Department ... but don't think you're getting rid of me that easily. I plan to be involved in the expansion of the LIVING JUNGLE™ setting, to write Network tournaments (I'm still trying to catch Tom Prusa), and to mix it up with the membership at conventions across the country. I will still be working with the Network staff at this year's Game Fair.

I leave here with a few bumps and bruises, but an overall feeling that I did what I could to make the Network a fun place for members to spend their weekends and free time. Sitting in the chair of the tournament coordinator was much different from what I thought it would be, and it's an experience I wish all members could share in to help them understand HQ a little better.

I leave the position of tournament coordinator in the capable hands of Robert Wiese, himself a Network author and convention organizer. Robert has been doing tournament editing for the Network for the past several months, and comes to HQ with a good head for the job. Please take the time to welcome Robert to the Network staff at the Game Fair and in calls to HQ. I'm takin' off, eh?

Kevin

Greetings from the Hot Seat
Hello all. I'm Robert, the new Tournament Program Coordinator. Since this is my first issue in this chair, I suppose that I should tell you of my humble gaming origins and such as that. After all, you are probably expecting me to do so. Well, here goes.

I began gaming in the Boy Scouts (a fine institution) when I was 12. My first gaming experience was watching a game in the van on the way home from camp and being told that I should not make comments about what the players should not know. I learned my lesson and continued to game until I went to college, where I lost track of fellow gamers for a few years.

Originally from Southern California, it was not until I moved to Illinois that I discovered the Network and all the fun I could have. I quickly moved from just playing to playing and judging, then to writing, organizing conventions, and finally editing. And now, here I am.

As to what you might expect from me, I plan to continue making the Tournament Program the best it can be, since that is how I discovered the RPGA in the first place. I am still feeling my way (and Kevin is looking over my shoulder as I write this), so I am not going to wax poetic about new plans or anything like that. Basically, what works will be kept and what doesn't work will be changed. I will also be involved in LIVING JUNGLE ™(along with Kevin—look for us at the LIVING JUNGLE seminar in slot 7B).

One of my chief talents is popping up where least expected, so I am sure that you will see signs of me all over the Network. At the Game Fair, I will be found in the Arena and Labyrinth and coordinating the LIVING CITY™ benefit and Living Jungle challenge. Come by and say hi, but please don't expect me to remember your name and face the first time.

Later,

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Somewhat bewildered by the assembly of Ravens Bluff's finest, a tradesman is rewarded with a knighthood for saving the life of Lord Kyleraun at the Battle of Dragon Falls.

Forgotten Deities

Deep Duerra

by Eric Boyd

Power: Demi-/Heroine
Plane: Prime
AoC: Conquest and expansion, psionics
Align: LE
WAL: LE (duergar)
Symbol: Shattered skull
Sex: Female

The legends of the duergar tell of the gray dwarves' greatest queen, a female warrior named Duerra, who led her grim troops to numerous victories against the surface dwarves, the drow, the illithids, and other Underdark races. During her centuries-long reign, the empire of the gray dwarves expanded to include vast reaches of the Underdark, bringing the duergar to the pinnacle of their power. Tales also relate how Deep Duerra overran a city of mind flayers, and wrested from them numerous powers of the mind. Duerra's victory enabled the duergar to obtain their current ability in psionics and enabled the gray dwarves to hold their own against the spells of the drow and the psionics of the illithids. Although much of Deep Duerra's empire has since fragmented and contracted, the gray dwarves still revere her uncompromising drive to expand the power of the duergar throughout the Underdark.

During the Time of Troubles, Deep Duerra's avatar appeared in the city of the gray dwarves known to surface dwellers as Underspires. This vast Underdark city, located deep below the surface nation of Turmish, is apparently constructed above a gigantic rift in the earth. The entire city is constructed from gigantic stalactites suspended above a bottomless chasm and linked by numerous stone causeways. Duerra took the body of the Queen Mother, who was ruling as regent for her young son Olorn Ridaugaur, for her avatar.

Following the conclusion on the Avatar crisis, the young king, a duergar known now as the "War King," ascended to the throne and initiated a vast military crusade to expand his kingdom northward. (Rumors of his ability to hurl gusts of wind with his gestures indicate he is probably psionic, using his control winds ability.) It is unclear what happened to Duerra, in her form as the Queen Mother of Underspires, but many believe that she disappeared into the southernmost reaches of the Underdark. Already duergar holy warriors have crushed several dwarven and svirfneblin strongholds and overrun at least one minor drow city. Rumors of this large-scale subterranean conflict are only now beginning to reach the surface world. Some believe that Deep Duerra has granted the "War King" a warband quest spell, given the fanaticism of the crusade he has initiated.

Duerra's Priests

Deep Duerra expects her priests to be capable leaders who use cunning strategy to defeat their enemies in an endless quest for more and more power. All clergy of Deep Duerra must be multi-classed specialty priests/psionicists. (This multiclass option is not normally available to duergar. Only specialty priests of Deep Duerra may do this.) Initially, all such specialty priests start out as fifth level psionicists, and they cannot advance their psionicist level until they have enough experience points for sixth level. (This mimics the minimum psionic ability of standard duergar.) Hit dice are still 1d8+2 per level (the number of hit dice is based only on the priest level, not the psionicist level). Use the psionicist level to determine PSPs. Initially the psionicist/priest must select psychometabolism and telepathy as disciplines. Initial devotions must include 3 attack modes (mind blank, ego whip, and id insinuation) and 6 other psionic powers (poison sense, control wind, molecular agitation, expansion, reduction, identity penetration and invisibility). (Note that three of these devotions are outside the required initial disciplines. These are the only powers in these disciplines the priest/psionicist may use until he learns new disciplines.) Initially the psionicist/priest begins with three defense modes (mind blank, thought shield and mental barrier). Select further disciplines and powers initially from the "standard" duergar abilities listed in PHBR5, p. 123. The priest/psionicist may choose to fill the remaining 3 science slots as he or she chooses. The experience point bonuses for the psionicist class and for the priest class are based on their respective prime requisites.

AB Wis 15*, Chr 12*, Con 11, Int 12; **AL** LE (duergar); **WP** axe (any), hammer; **AR** any; **RA** drab gray clothing and dull jewelry; **SP** All, Combat, Elemental (Earth), Guardian*, Law*, Numbers*, Thought*, War; **SPL** nil; **PW** 1) bonus NWP: land-based riding (steeders), 1) able to use magical items normally usable only by warriors and/or psionicists, 1) any of the dwarven priest spells of an available sphere (as described in FR11, Dwarves Deep) may be granted; **TU** nil; **QS** warband quest.

Elminster's Everwinking Eye

Our Tour of the Border Kingdoms Continues

by Ed Greenwood

Our ongoing tour has brought us to the little-known Border Kingdoms. When examining something so varied, ever-changing, and chaotic, I concluded the best approach was simply to alphabetically list all features of current importance in the region and plunge into the tour accordingly. So let's embark on a tour that'll take us through several columns. (And whither then? We'll have to see, guided by what Realms fans tell me they want to see.)

Adaerglast, the Land of Mages

This pastoral realm of coastal farms is one of the most prosperous—and dangerous—in the Borders. The farmers here work hard every day. They're always hauling in and spreading manure, rooting out weeds, and digging the soil to employ more efficient irrigation. At one time they took things more easily, knowing they could always sell their wares at a good price in Yallasch to the citizenry and the merchant captains who put into port there bound for Calimshan.

That all changed when two young, close-mouthed, and very observant mages from somewhere in eastern Faerûn arrived in Yallasch and took stock of the situation. Deeming the Adaern farmlands ideal, they came to Myrinjar and built themselves a castle there. Once they were safe behind its stout walls, defended by their animated or conjured guardians, they began to work magic on the lands around.

Their keep soon became known as the Castle of Dark Dreams because spells of their devising sent dream visions to all Adaern folk that revealed the two mages as the rightful rulers of Adaerglast, chosen to be so by the gods. It wasn't long thereafter that brutally officious mercenary warriors, led by plate-armored officers whose visors opened on emptiness, began to appear in the land. A personal guard composed of these helmed horrors accompanied the two mages, Lord Iraun and Lord Srivven, at all times, protecting them even against possible treachery from their own mercenaries. The mages then took to issuing orders as if they were absolute monarchs. All folk who stood against them were stricken down or torn apart by magic. The goods and property of such "traitors" were seized, and their relatives and servants sold into slavery.

It wasn't long before the two wizards were absolute rulers of Adaerglast, holding court in Myrinjar and seeking to control affairs in the nearby city of Yallasch. It took an open alliance of all Yallaschan temples and wizards against the two, backed by threats of calling on aid from Halruaa and distant Waterdeep to dissuade the "lord high mages" (thus far, at least) from thoughts of conquering the city.

The Border Kingdoms are the largest open-air sanitarium in all Faerûn—run by the madfolk, of course. Some nobles (aided by large and well-armed bands of retainers) even prefer the perilous entertainment of a ride through the Border realms to hunting jungle cats, stags, wyverns, and beasts of the chase.

—Loremaster Hardolan Myrinter,
Musings of a Chessentan Scholar
Year of the Prince

The sinister pair of wizards turned instead to crafting new and more powerful spells and to driving their subjects to farm ever more efficiently. Unfortunately for would-be Adaern rebels and wizards who foolishly visit the realm, magic works all too well in Adaerglast. The two lord high mages scry their land often—and suspicious or hostile creatures are attacked by long-range spells that cause their heads or extremities to explode. Beings magically shielded against these magics are attacked by a barrage of defending warriors (referred to as "the Mailed Hands of the Lords" or simply "the Hands" in everyday local speech) augmented by summoned monsters. When the targets are near death, one of the lord high mages may appear (usually via a *project image)* to interrogate them. Some capable adventurers defeated in this way—especially those who may know where and precisely how treasure is hidden—are known to have been polymorphed into beasts to serve the lord high mages until their knowledge can be used in years to come.

Several adventuring bands have been hired (by Calishite interests, by merchant interests based in the Vilhon Reach, and by fearful neighboring Border lands) to destroy the lord high mages—and have met with bloody failure. The two wizards have even destroyed Zhentarim and Thayan agents and rebuffed an emissary from Halruaa. Calishite envoys tried to foster a rivalry between the two ruling wizards by fabricating magical attacks so they appeared to be the work of one lord high mage against the other, but this, too, failed.

Adventurers (especially wizards) are advised not to enter Adaerglast and to beware when in Yallasch because the Adaern rulers are thought to scry that

city often and to command increasing numbers of hired agents in its backstreets. The wizard-kings of Adaerglast slay and burn all wizards who fall into their hands after seizing all the magic such unfortunates possess. Their castle in Myrinjar is said to be crammed with seized magic, much of it linked by spells that cause one item or spell to erupt against intruders if a nearby item or spell is disturbed.

Elminster believes the two mages hail from easternmost Murghom, where a school of wizardry was destroyed in a battle between renegade students and the masters. He thinks these two survivors of the ill-fated school have plundered mages' tombs far and wide across Faerûn and seized spells from living wizards in Mulhorand. Their strength in open spell battle may not be much, but while they are protected in their realm amid the weavings of many spellwebs, he thinks them well-nigh unassailable except by those who have very good reason to do so—or nothing to lose.

Adaerglast, the Garden Coast, remains a glittering prize for anyone who can defeat the two mages. This is no doubt why greedy satraps, who stay safely in Calimshan and send troops, agents, or hireling adventurers, keep trying. The bustling farms of Adaerglast are among the most productive and efficient in the world.

The badge of this realm is a wickerwork basket full of rounded red fruit (tomatoes, most folk think) on a white circular field whose border is a purple ring of lightnings arcing out in all directions.

Alamontyr

The most easterly settlement in the Border Kingdoms, Alamontyr is a quiet fishing port and farmers' market town with an old, crumbling castle and walls that are in slightly better repair. The first stop for caravans bound for the Border Kingdoms that come down the Golden Road, Alamontyr is a quiet, peaceful town, protected by its "shield duke" and his Griffon Knights (40 or so plate-armored warriors who patrol the realm on chargers and have been known to mount magical wands on their lances). The aging duke, a burly giant of a man with huge white moustaches, is well-loved by his people not only in Alamontyr, but also in the Realm of the Smoking Star to the west. He has gained and retained this respected status by being decent and conservative in

his justice and by consulting the resident temples often.

Alamontyr is home to a temple to Valkur the Mighty (worshipped as the protector of those who sail the dangerous Lake of Steam), a temple of Selûne, and a temple of Tyr. It also houses a shrine to the Red Knight, whom the Griffon Knights adopted as their personal patron after an incident they won't discuss that befell some dozen years ago.

Alamontyr is comparatively safe. Raiding nomads from the Shaar have crossed blades with the Griffon Knights several times in the past and in the process seem to have lost interest in approaching the town.The town's relatively secure state and benevolent rule have attracted craftfolk, and today it houses the largest gathering of finesmiths, woodcarvers, potters, glaziers, jewelers, and tailors in the Border Kingdoms. They export their wares all over the neighboring realms as well as more distant lands.

The largest threat to Alamontyr's stability seem to be agents of Thay, Westgate, Chessenta, and other powers that are interested in every prosperous center and the opportunities for corruption that exist therein. Zhentil Keep has been absent from the usual cast of villains for more than a decade. Its agent foolishly tried to assassinate the shield duke so he could be replaced by a puppet ruler and in the process was dismembered by several enthusiastic Griffon Knights. They shipped the component parts to separate members of the ruling Council of Zhentil Keep. One bold knight even appended a note to his package that read: "Don't forget to feed the beholders, mind." A one-night infestation of gas spores in Alamontyr seems to have been the answer to this jibe. They seemed to appear literally from nowhere, and more than one local believes that they all appeared from a magical *gate*—or six.

The second major threat to Alamontyr comes from underground. Dark creatures—tentacled things rather than drow—have been disturbed by local miners delving into the Shieldmaidens in search of copper (traditionally found there) and more prized metals. (Elminster believes these creatures are a roper colony.) On at least three occasions citizens have found and fought such monsters in their cellars or in crypts and sewers about town, and surreptitious whispers recount that someone or something resident in town is aiding—perhaps even worshipping—the "tentacled ones."

Elminster says this problem is ripe for an adventuring band to take in hand—and that the Border Kingdom has no shortage of such mayhem workers. He's concerned that Alamontyr may be torn apart by internal strife in the future, however. The shield duke has named no successor, several men among the Griffon Knights are rivals for his favor, and the various temples—and meddling agents from other powers—all seem to have their own plans for his succession.

The badge of Alamontyr is a full-face silver shield held aloft by two white wings. A rampant griffon, facing the dexter, is depicted on the shield. Although the shield isn't visibly marked, its base (bottom tip) is shown dripping three large drops of crimson blood. The banners of the Griffon Knights display only a plain winged shield.

Arnglar

This sleepy hill village is home to some very tough shepherds and their flocks. The shepherds make their own sleep venom by some secret means from locally available berries and plant juices. They then go about armed with crossbows and envenomed bolts to use on wolves, wild dogs, and human sheep rustlers alike.

Nominally independent of all other realms, Arnglar stands on the site of the ruling seat of the long-vanished elven realm of Glorfindral. The burial mounds of elven kings form a defensive ring about the shepherds'cottages and a deep, never-failing well of cold crystal-clear water that makes up Arnglar. Several of these mounds are crowned with the crumbling ruins of old, long-abandoned, riven brigands' keeps. In lower places in the Border Kingdoms than these windswept hills, ruins tend to become overgrown quickly as they are reclaimed by the ever-creeping forests, but on the high hills where Arnglar sits, local storms keep growth slow and stunted.

Folk of Arnglar worship Talos, Hurler of Lightnings, to appease his wrath and so preserve their flocks. The village is governed by a Circle of Elders who don't care for visitors, though they'll trade with merchants who want to provide needed goods in exchange for wool, tallow candles, or mutton sausages. The Elders look most favorably on small bands of merchants and most suspiciously on large, well-armed groups.

The sign of Arnglar, scratched on boundary stones and on the standing Beacon Stone that shelters the well in the center of the market is two circles linked by two diagonal, zig-zag lines. It is supposed to depict the sun or moon over the well, joined by two lightning bolts.

Arthyn

A proudly independent town on the shore of the Lake of Steam, Arthyn has a poor harbor but has always been an important trade town. Its prosperity was originally based on copper and iron deposits in the hills behind it. The ore from these is still smelted locally. "Arthyn fangs" are daggers of fine make still preferred over other knives by Borderers. Later, Arthyn's importance was maintained by its stable community of merchants and surrounding farmers, who avoid strife and try to keep its detrimental influence from invading their town. (The bloodshed of Mukshar is a clear lesson on their doorsteps.)

Arthyn was the home of the Witch of the Mists, whose medicines saved the lives of many Borderers in days gone by. The Witch died some years ago, but medicines claimed to be made following her secret formulae are still sold in town, and Borderers have grown used to thinking that healing is at hand in Arthyn. A shrine to Lathander has recently been opened alongside the long-established temple of Chauntea in Arthyn just to meet the needs of the stream of diseased and dying folk who come hence willing to trade their all in return for life and health.

Rumors of smuggling have always surrounded Arthyn, and a sea cave containing crates of spearheads and horseshoes probably intended for use in some long-ago Calishite conflict was recently discovered by local citizens. One of the discoverers has since been found dead, so perhaps other citizens knew of the cave all along and wanted it to stay a secret. The lone man who publicly knows the exact way to the cave has recently left town (presumably in fear of also being slain), and his present whereabouts are unknown.

The badge of Arthyn is a green circle on which are diagonally crossed a pick (its head to the upper left) and a prop or crutch. In long-ago skirmishes with brigands, this was simplified to a white "X" on green silk armbands by the defenders of the town.

Our tour of the Border Kingdoms will continue in the next column.

The Lady's Champions

Knighthood in Ravens Bluff

An LC Consortium Project

Not long ago, Ravens Bluff was a vastly different place than the one we know today. A city divided, the loyalties of municipal officials were bought and sold almost as easily as the goods bartered in the market place. It was a city where powerful noble families rarely agreed on any issue, where small arguments would grow into private political feuds, and where gold was spent freely to buy supporters in uninvolved houses. Death by poison was almost commonplace, and every night blades would flash in the shadows, often ending the lives of the unwary. It was a time when each noble family trained a small personal army to guard their holdings, troops who were often used openly against opposing noble families. Despite this, the city continued to attract and produce abundant wealth, demonstrating the beginnings of real civic power. There was promise, but not much more than that displayed by many other once thriving towns whose names are remembered now only when a cache of old coins is discovered.

The chaotic politics of Ravens Bluff drew the greedy eyes of many a foreign prince and evil society. The Red Wizards of Thay, the Zhentarim, the Shadow Thieves, and others saw the divided city as an opportunity to enhance their own powers. These outsiders put money into the hands of both beggars and nobles, attempting to keep the internal power structure of the city divided. City laws were overlooked by some officials for the proper pecuniary inducement. Even chattel slavery was tolerated as long as the town guard received its monthly "bonus."

The Ravens Bluff we know might not even exist today if not for the courage and political astuteness of one woman, the Lady Lauren DeVillars. This noble lady recognized the need for a strong city government if Ravens Bluff was to prosper. Her influence was instrumental in the nobles' agreement to hold the Champion's Games; she also won sufficient support to have the winner of the games named "overlord" of Ravens Bluff — a position won by our own Lord Mayor Charles O'Kane. But getting the noble families to agree to limit their own powers was no simple task.

Many of the nobles feared that the champion of the games would use the position to enrich themselves and eliminate old enemies. Obstructing Lady DeVillars at every turn, even the most moderate of noble families demanded concessions and guarantees from her. Some offered their support for her plan, if only she would promise them some position of authority in the new order that would rule the city. The Lady's opponents asserted that the winner of the Champion's Games would be no more than a puppet for her, that she would pull the strings and make all the noble houses dance to her tune. At this point, it looked very much like the city would witness a bloody civil war.

"A knyght ther was, and that a worthy man,
That fro the tyme that he first bigan
To riden out, he loved chivalrie,
Trouthe and honour, fredom and curteisie."
–Chaucer, General Prologue
to The Canterbury Tales

It is said that Lady DeVillars almost gave up on the plan one day, while arguing with a noble about the need for strong government. Frustrated, she decided to visit the temple of Mystra to seek advice on another dispute involving some of the city's mages. Entering the courtyard of the temple, she noticed two armored warriors in combat. One combatant had the Mystic Flame symbol on his shield; his opponent had the symbol of the Tyr on hers. As the Lady watched their apparent battle to the death, she wondered what petty argument set these two young nobles at each other's throat. The warriors' weapons danced and flashed in the lighted courtyard, but they fought in silence but for the singing of their blades.

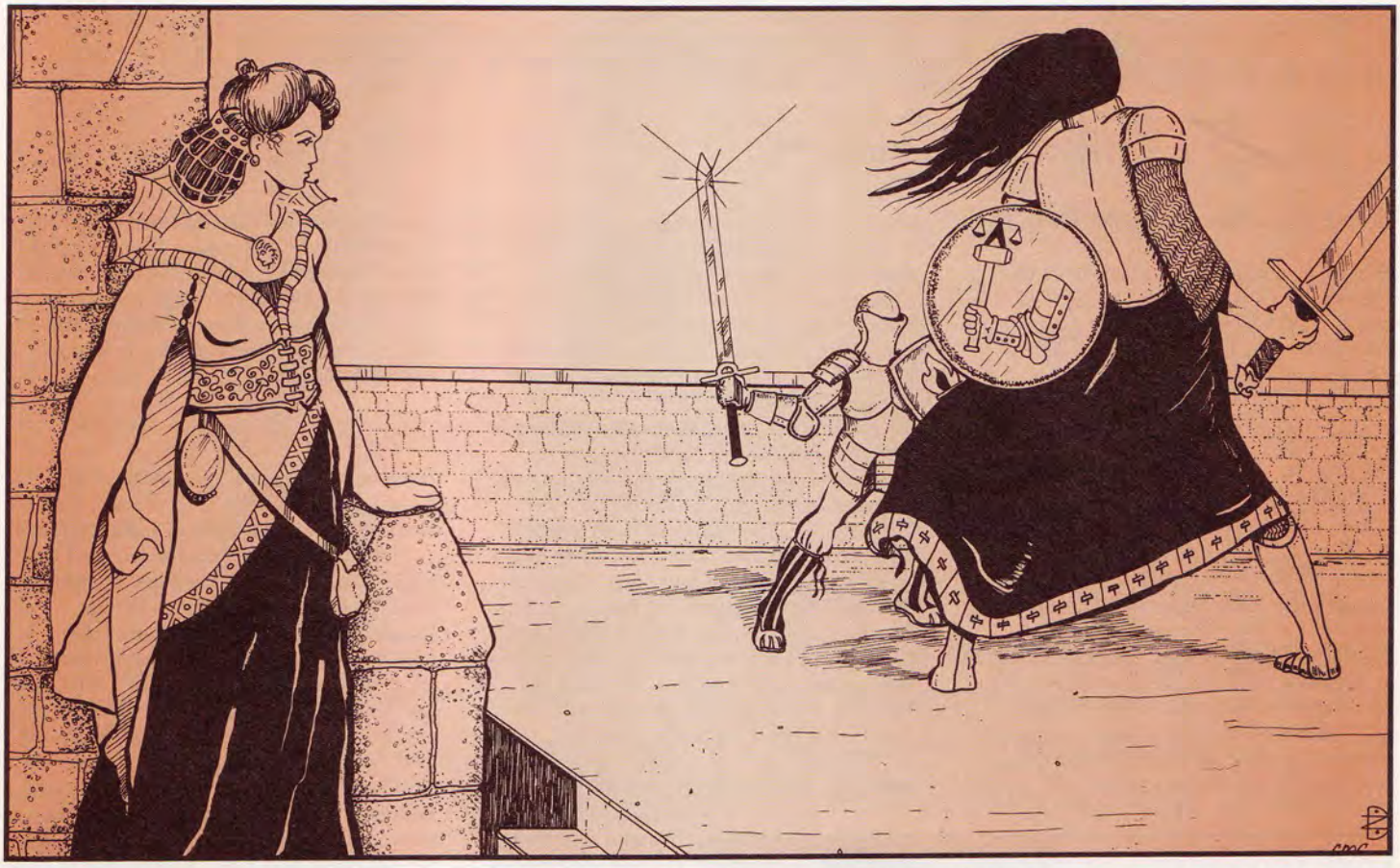
Abruptly the contest ended. The warrior of the Mystic Flame called a halt, knelt and touched his sword's point to the ground, placing himself at the mercy of his opponent. Astonished, Lady DeVillars awaited the death blow. But instead the woman warrior offered the defeated foe her hand and helped him rise once again to his feet. There they remained, talking together as if they were the best of friends. The Lady couldn't resist approaching the pair and speaking with them.

"For honor's sake we fought, and for honor's sake we are now bound never again to speak of what brought us to our crossing of blades," one of the knights declared. The cause of their dispute remained a mystery, but Lady DeVillars found the knights to be friendly, charming and of high character. Both were willing to talk with her at great length about their respective orders and about the meaning of chivalry and honor.

She learned that the two knights represented separate religious orders of knighthood. But while the orders had differences, each had more similarities. Each shared a dedication to goodness and the preservation of righteous authority, a readiness to defend the weak against the strong, a responsibility to the poor, a sense of bravery in the face of death, a respect for personal honor, a duty to show mercy to defeated noble foes, a respect for the fraternity of chivalry and self sacrifice, and a fierce opposition to the powers of evil, wherever they might reveal themselves.

"If only I had such knights as these to assist the city," Lady DeVillars wondered to herself.

The Lady's conversation with the noble pair led to the creation of the eight orders of knighthood of Ravens Bluff. By establishing the orders, at



first filled with many of the younger sons and daughters of the various noble families, Lady DeVillars not only created a positive force for harmony in the city, she gave the noble families the checks and balances they needed to support the Champion's Games and the new overlord position. The noble houses realized that as long as the knightly orders existed in the city, they needed not fear the city's government becoming a dangerous dictatorship. The city's knights each swore an oath to protect the rightful authorities of Ravens Bluff (the mayor and Council of Lords) and the good people of the city.

Years have passed since those days of fear. Lord Mayor O'Kane has proved an intelligent and capable leader. The knightly orders have proved to be highly beneficial to the city's power structure. The orders provide the city authorities with a capable body of loyal fighters, wizards, priests, and rogues dedicated to the preservation of Ravens Bluff and its people. The orders also preserve a sort of control over the many adventurers of the city, who too often act in their own self-interest, rather than that of the community.

All the knightly orders are subject to serve in the city's defense forces in times of trouble: in a war with or subversion by a foreign power, or against a threat by a creature of great power. Whenever the need is dire, knights can be counted on to face the enemies of Ravens Bluff. Each of the orders has its own unique outlook on knighthood. Each order provides various benefits. To be invested as a knight in one of the orders is to become a minor city official. Knights have the right to place the title of Sir or Lady before their names.

Because the knight is already working for the city, he or she will no longer receive payment from Ravens Bluff officials. The money usually offered to hire adventurers to go on assignments in and around the city does not accrue to a knight. However, knights still receive their share of treasure which the party normally divides after an adventure. Additionally, in some circumstances there may be items or valuables that will only be given into the hands of a deserving knight. A knight character has a high chance of being recognized when moving around inside or immediately outside the city walls. This recognition can be both a bane and a benefit to any party travelling with a knight.

All knights have certain things in common: they must register their personal coats of arms with the city authorities; as city officials they must swear to obey the laws of the city and to apprehend anyone whom they witness breaking those laws; all knights must swear to obey the authorities in their knightly order—keeping faithful to their order's doctrine, following the instructions of knights serving in leadership posts within their order, and swearing to take no action that will bring disgrace to their order.

Ravens Bluff owes a considerable debt to her knights and to Lady DeVillars. The peace of Raven's Bluff today can be ascribed in large part to her noble orders of knighthood. Protectors of a peace which has reigned for over twenty years, the knightly orders of Ravens Bluff stand as symbols of justice, fidelity, and honor to all good citizens. ❑

Raven's Knights

LIVING CITY Knight Characters

An LC Consortium Project

Now that you know a little about the history of the knighthoods of Ravens Bluff, we'll tell you how your Living City character can become one of the Knights of Ravens Bluff.

How Does A Player Character Become A Knight?

There are several ways a Living City player character can become a knight:

1. Any player character may enter the Order of the Golden Rooster. All candidates of the order must be of at least second level in any character class; the candidate must make a donation of 1,000 gold pieces to the city coffers, and a real two-dollar donation to Network HQ.

2. The Network may sponsor contests during the year in which player characters may compete for various offices in the city government, offices which have knighthood bestowed on the holder. In these cases, the winning candidate must be sworn in as a knight of the appropriate order as a condition of accepting the post. The candidate must meet all requirements for the order at the time of award.

3. Events may be specifically written to test the qualities of candidates to be considered for knighthood. Only modest numbers of knighthoods will be bestowed in this manner; if no candidate accomplishes the required deeds, no knighthoods will be given. The candidate will have to meet all requirements for the specific knighthood awarded at the time of the award. Only three orders can award knighthood in this fashion: Knights of the Griffon, Knights of the Dove, and Knights of the Hawk.

4. A candidate can apply to any of the knightly orders (except the Raven Knights) to become a squire. Unlike applying to the Order of the Golden Rooster, the candidate does not immediately become a knight, but is still expected to represent the chosen knightly order with honor. The applicant must be within two levels of the minimum level requirement for the chosen order. Upon application, the candidate will receive a squire's record sheet, which the candidate is responsible for completing and verifying. Squires will be knighted when they have reached the minimum level for entry as a knight, have a clean record of service (a minimum of eight missions for the secular orders, and at least 16 events for the religious orders), and have obtained through play at least two letters of recommendation from other knights, city officials, or important city leaders.

The Knights' Council

Here is how honors are awarded and the means by which knights can seek to enter the higher orders of knighthood.

The regional director of Living City will appoint willing Network members to serve for one-year terms on the Knights' Council. The leader of the Knights' Council will also be appointed from the council body, but will serve at the pleasure of the regional director and can be replaced whenever deemed necessary by the Network coordinator.

The regional director will allow the Knights' Council to be held at various conventions around the country. Council members will have sole power to convene the council at conventions, but no council will be held without written permission from the RD. The Knights' Council will consist of a mini-interactive roleplaying event, and will handle: 1) The collection of donations and oath taking for new Knights of the Golden Rooster (as described above); 2) The distribution of a Knight's Diary to potential candidates. This is a cover sheet for a diary to contain important information about the knight's adventures, and must pre-date any accumulated chivalry points or knightly honors; 3) The distribution of permanent personal record sheets to be used as the primary vehicle for knights seeking to change orders, say from Golden Rooster to Griffon, to enter the religious orders, or even to become a Raven Knight.

Additionally, the council will decide all matters of the award of knightly honors, acceptance into knightly orders, and certain appeals from knight candidates about expulsion or negative awards.

Chivalry Points

Knight characters (or squires) will have the opportunity to accumulate chivalry points, by displaying the

Ravens Bluff Orders of Knighthood

Initiate Order

Knights of the Golden Rooster are concerned about the status and appearance of all knightly orders in the city. This is the knightly order in which most knights begin.

Secular Orders

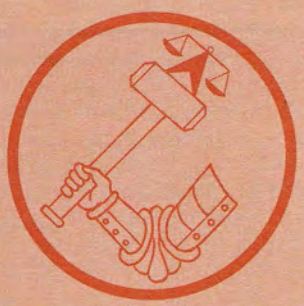
Knights of the Griffon are the city's powerful arms; they pride themselves on personal bravery and martial proficiency.

Knights of the Hawk are the city's loyal eyes and ears: they watch and listen for danger, then strike swiftly and silently.

Religious Orders

Keepers of the Mystic Flame are the city's intellect; they protect the city from magical threats.

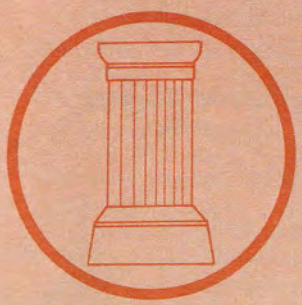
Knights of the Dove are the city's gentle hands; they investigate causes of trouble, capture and bring offenders to justice.



The Right Hand of Tyr are the city's spirit; they aggressively seek out and pursue evil in all its forms.

Elite Order

Pillars of the Realms are the city's conscience; they protect religious tolerance and are fiercely loyal to the city's clerical circle.



Raven Knights are the city's heart; they are the commanding officers of the city's legions in time of war or conflict.

These are the only knighthoods recognized in the city of Ravens Bluff. Other individuals that claim knighthood may be of nobility, or knights from other lands, but are not recognized as city knights by civil authorities, though they may be treated with the respect due their social rank.

knightly virtues of bravery, leadership, personal honor, and strength of moral character. These points will be awarded by the DM for play in special knight-approved adventures, at a maximum of one chivalry point per round of play. The DM can choose to award one point (for exemplary play as a knight), zero points (for merely average play), or minus one (-1) point (for play unbecoming a knight). These awards are to be recorded by the player knight on both the knight's diary and permanent record sheet, and initialled by the DM. The DM is the final arbiter of all point awards in a given round; there is no appeal. In cases of a (-1) award, an explanation from the DM is mandatory.

Chivalry points are an easy tool for the DM to use when determining how well known a knight character might be. A knight who has not yet earned chivalry points will see an improvement in the reaction of people encountered (just for being a knight). A knight with zero to five chivalry points is considered to have a moderate reputation (+1 reaction adjustment); the same knight with six to ten chivalry points is considered to have a growing reputation (+2 reaction adjustment) for knightly virtue. Each knight possessing 11 to 20 chivalry points knows there is a mild chance that minstrels in local taverns sing ballads about the knight's exploits (+3 reaction adjustment). A knight possessing more than 20 chivalry points is respected and well known in Ravens Bluff, as is the knight's heraldic device (+4 reaction adjustment).

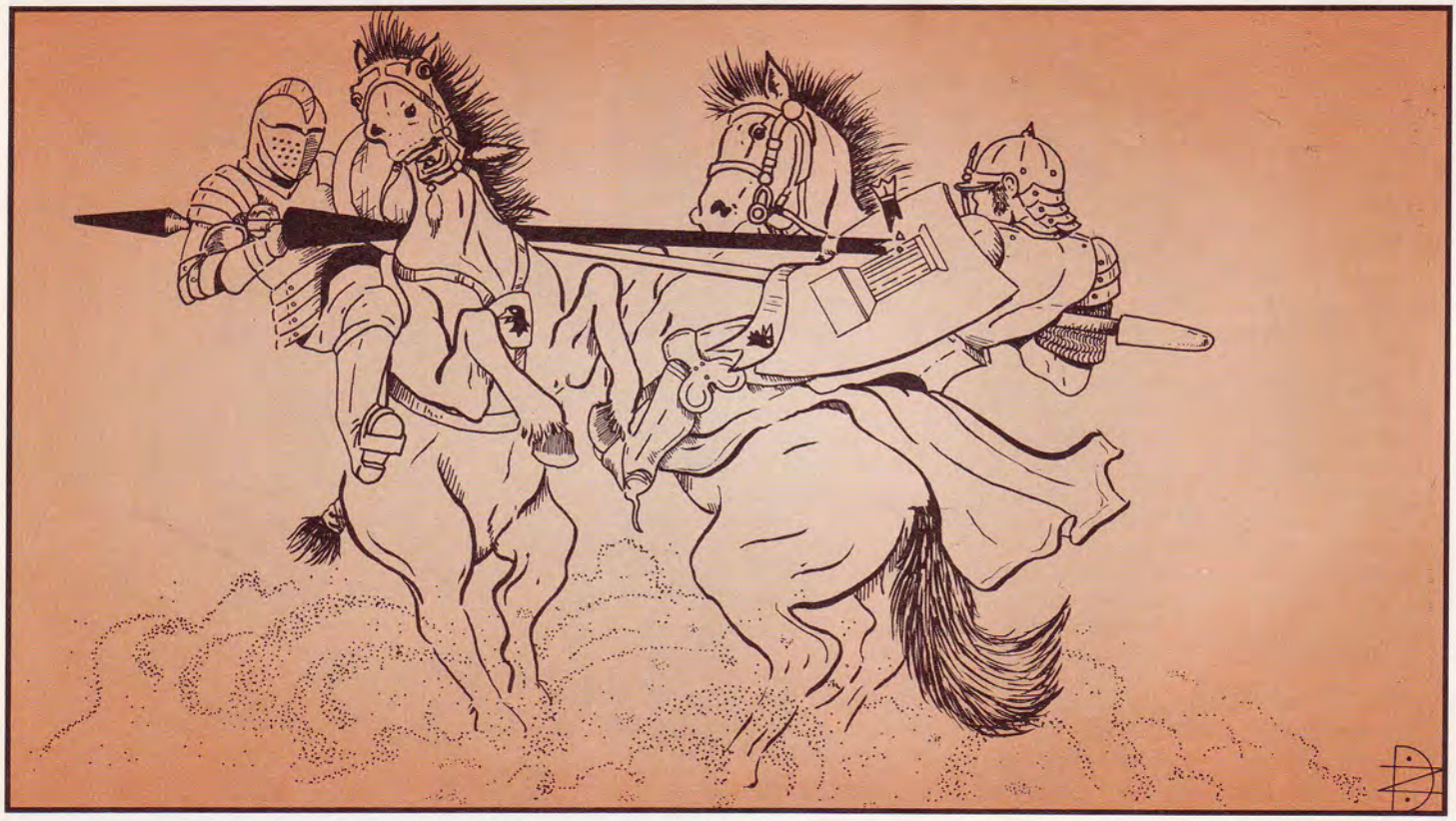
If a knight's adjusted chivalry point total is ever less than zero, the knight will receive no special assistance from officials. For reaction purposes, each (-1) mark counts as a (-5) for total chivalry points. An example: a knight has accumulated six chivalry points, but has also been given two (-1) awards. The knight's normal reaction adjustment would be +2, but because of the two negative awards the adjusted chivalry point total is actually -5 (5-10=-5). The knight will receive no assistance from city officials, and will in fact be viewed with suspicion.

If a knight receives three (-1) awards, the knight will be officially expelled from the order, and no knightly order will have dealings with him or her again. A player who earns all three (-1) awards at one convention, or at conventions where there were no Knights' Council representatives present, can choose bring the case to the first convention where there will be a Knights' Council. However, a player should use another character in play until (-1) mark problem can be resolved.

The Knights' Council has the exclusive power to set a quest, which, if successfully completed, will remove a (-1) award from the knight's record. Such quests may involve an interactive role playing Living City adventure, or specific tasks that the questing knight would have to accomplish during play in one or more adventures. The quest should involve a deed of daring that positively redeems whichever knightly virtue might have been called into question by the award of (-1).

Knightly Honors

A DM might also have opportunity to recommend that knightly honors be bestowed on a deserving knight (or squire). Specific knightly honors often might be written into an adventure, but occasionally a knight character may accomplish an unexpected, extraordinary task which would lead to a DM recommendation for an honor. The DM has no power to award honors; that privilege is reserved to the Knights' Council exclusively. The DM is encouraged, however, to recommend a deserving knight for an honor, pending approval from the council. A written explanation from the DM is required in



such cases. The honor candidate must role–play the encounter, supply answers to questions about actions that might conceivably have earned him the award, and supply his knight's diary for review and possible performance. Honors are never easy to earn, but their benefits are lasting. If an honor is granted, it will be marked on the Knight's Council section of the Knight's Permanent Record Sheet.

The Knight's Permanent Record
Knights and squires are required to maintain and verify a permanent record (available from Knight's Council members or HQ) which has spaces to detail the date, location, and title of events played, the DM's name, and a comments section used to detail important events involving the knight or squire.

The Knight's Diary
This can be a very simple document, such as a list of adventures played, honors earned, and other important matters discovered on adventures, or it can be very elaborate. It's up to the candidate involved. A dedicated character could create, or engage the professional creation of tales, songs, or poems detailing the character's exploits as a knight. These accounts should also credit the knight's deeds to the glory of their knightly order. Once the record of the character's accomplishments is begun, it is the character's responsibility to maintain and enlarge this collection of personal chivalry. Whenever a knight comes before the Knights' Council on any matter, this diary will be reviewed and may help determine other matters being considered by the council.

Promotion
The knight's permanent record sheet will be appropriately marked when a knight character wishes to seek entrance into a more prestigious knightly order. The candidate is hence considered a knight squire to that order and can earn honors specific to the order. (All knights are considered to be striving for the highest honor, Raven Knight; when a candidate applies for acceptance into this order, the character's entire history will be reviewed. A knight may not squire for the Raven Knights; knights are selected from the other orders for this high honor.) The character must meet the minimum class level requirements of the order being sought, have at least 8 chivalry points, and have earned at least two knightly honors, one honor of which must be from the knighthood being sought, to enter Griffon, Hawk or Dove; 16 chivalry points, five knightly honors (at least one from the knighthood being sought) to enter The Right Hand of Tyr, Keepers of the Mystic Flame, or Pillars of the Realms; and 35 chivalry points, 15 different honors and a successfully completed quest to be considered for Raven Knight. Candidates still need at least two letters of recommendation from other knights, city officials, or important city leaders, obtained through play by the applicant. In the event that a knight squire has the proper number of knightly honors, but does not possess an honor specific to the order being sought, the squire may still be alllowed join the knightly order if he or she possesses a number of chivalry points equal to half again as many as is needed to join that particular order of knighthood. Only Raven Knights can earn Raven Knight honors.

Tournament Events
Convention coordinators interested in running this type of event should contact the head of the Knights' Council. The coordinator might discuss the requirements for knighthood that would be tested in the event. Coordinators must adhere to the dictums of the Knights' Council. A violation of this trust will result in the revocation of any chivalry points or knightly honors awarded during the tournament. Knighthoods are to be earned, not given away, and never sold at auction. All knight candidates should demonstrate loyalty (both to Ravens Bluff and their adventuring comrades), personal honor, and a willingness to persevere, even against a far stronger enemy. However, the knight candidate should never break city laws in accomplishing the objective, and never resort to torture, poison, or any other such action that might bring disgrace upon the knight's order. The convention organizer should review any questions still unanswered with the head of the Knights' Council. All event judges should be briefed, and made familiar with the process; the convention coordinator should review the selection process being used with them, before the event, to select knighthood candidates.

Further, the convention organizer should make arrangements for a member of the Knights' Council, or approved council designate familiar with the knightly orders, to be in attendance at the convention to answer questions and assist the convention organizer officiating the selection process.

The introduction of knightly orders into the Living City campaign gives role players a new aspiration, something greater mere personal gain, something in which to take part and take pride. Players characters are encouraged to take up the challenge, and by asserting their bravery, honor, and good character, make the Living City a better, safer place for all its citizens. ❑

Raven's Shields

The Heraldry of the Vast

by Willi Burger

What is heraldry? Why the devices on shields? Are they simply colorful patterns, or do they have some meaning? This article will answer these questions and explore the heraldry of the Vast. It will not make you an expert in heraldry. Also, this is not an accurate treatise on any particular heraldry system of Earth. Although it is similar to the English system of heraldry, parts have been borrowed from other European systems. Many intricate rules have been dropped. They are modern, and were not followed in ancient times anyway. The result is an easier, more flexible system.

The patterns and colors of a heraldic device do not have a meaning other than identification. While the person who designs a device most likely had some symbolism in mind, there is no set meaning to objects, patterns or colors. If the overall device says something, it is because the designer brought that idea out with his design.

Heraldry is a means of identification. When features are hidden by armor and helmet, some other means must be used to identify a person. Since a shield is carried by many people on the battlefield, its relatively flat, unadorned surface naturally became a place to paint an identifying device. This device is repeated on the surcoat and on banners. It might also be placed on a wall above the mantel, or engraved into the lintel of the door.

Since the device is a means of identifying a person, some simple, common sense rules arose, which became an immutable system. As heraldry in the Vast is still young, the rules have not yet become as cumbersome as those in Cormyr, for example. The High Heralds have sent representatives into the area. They do not want the heraldry in the Vast to become as different as the strange heraldry of the Sword Coast.

On Earth, the heraldic device was most often hereditary, thus leading to a confusing system of marks to differentiate between the father and his sons and grandsons. This is also the case in most of Faerûn. In the Vast however, who a man or woman is still counts for more than his or her heritage. Thus, a much simpler method has arisen. A son or daughter chooses their own device, often incorporating some aspect of their mother's or father's device into their own. A family that has raised horses for generations might all incorporate a horse on a *chief* (a band across the top of the shield), though the hues may change, as may the rest of the device.

To differentiate devices, a new device generally has two marks of difference.

The first, and most important rule of heraldry in the Vast is that the hues painted on the shields are divided into colors, metals, and furs. A color should not be placed on a color, nor a metal placed on a metal. This follows the same rule as does Cormyr. The Sword Coast does not follow this rule. Since the device was meant to identify a person across a battlefield, the reasoning for this becomes obvious when we take the example of a knight who places a blue battle-ax on a green shield. From across a meadow, you would have a very hard time figuring out just what the device is.

The heraldry system of the Vast is similar to that of English heraldry here on Earth, but with some additional colors and furs similar to some of those used in Europe. In addition, copper is one of the metals used in the Vast. This may be depicted as orange, much as silver and gold are depicted as white and yellow respectively. Most shields are painted rather than being covered with gold leaf, silver leaf, or copper leaf. Thus silver and white are heraldically equivalent, as are gold and yellow, as well as copper and orange.

The metals, colors, and furs are listed below. I have given the traditional Earth terms along with a plain English translation. You may use the plain English terms for colors and metals, rather than the traditional terms when describing your Living City character's device. Heralds of Ravens Buff use traditional terms of course, as would other heralds you meet. This could lead to some confusion in a character party that contained no one with the heraldry skill, since they would be unable to understand exactly what the herald they spoke to was talking about.

The illustrations are all black and

white by necessity. Keep in mind that none of the Vair variants are black and white.

The heraldic device's background is called the *field*. Heraldically, the field extends an infinite distance in all directions. Thus, the shape of the shield it is placed on makes no difference. The entire device must be placed on the shape of background we choose though. Thus, a device on a round shield is the same as the same device on a heater shield, a kite shield, or a square banner.

Things placed on the field are called *charges*. The field is said to be charged with an object. It is important to remember that heraldically, an object is placed on a field. We should remember that we may not place a color on a color, nor a metal on a metal.

Locations on a shield are described from the point of view of the person holding the shield. The right (or *dexter*) side of the shield is on the left side of the paper. The left (or *sinister*) side of the shield is on the right side of the paper. The top of the shield is called the *chief*, the bottom is called the *base*. The point at the very center of the shield is the *fesse point*. Half way between the fesse point and the top of the shield is the *honor point*. Half way between the fesse point and the bottom of the shield is the *nombril point*.

The device is often broken into geometric patterns. With the passage of time, these popular patterns, termed *ordinaries*, have been named for simplicity. Each occupies a certain position on the shield. An ordinary takes up about one fifth to one third of the shield. The exact amount is dependent on other charges. The ordinaries are drawn taking up more of the field if they are the only charge, less if there are other charges to be placed around them. The artist is given much leeway in the Vast. Care should be taken to ensure that the charge is clearly recognizable as the ordinary it is supposed to be, and that it can not be mistaken for anything else.

The field may also be divided into two or more parts along a line defined by an ordinary. Since this is not a charge, we can place two colors, or two metals side by side. Neither is placed on the other. Such a device is said to be *parted* or *party*.

Besides dividing the field along the lines of an ordinary, we can divide the field as if it were vair and fill it with various hues. This is rarely done, but is permissible. Two hues are most common, but extremely rare examples of three or four are recorded.

The outlines of the ordinaries or the divisions of a parted device need not be straight lines although this is by far the most common. The divisions can be achieved by any of the methods shown in the text that follows. Most of these are drawn with any number of points or curves, left to the artist's discretion.

Metals

Or	Gold or Yellow
Argent	Silver or White
Tenné	Copper or Orange

Colors

Gules	Red
Azure	Blue
Sable	Black
Vert	Green
Purpure	Purple
Brunâtre	Brown
Cendrée	Gray

Furs

Ermine: White with ermine spots of black
Ermines: Black with ermine spots of white
Erminois: Gold with ermine spots of black
Peon: Black with ermine spots of gold

Vair: White and blue little bells or cups representing the back and belly of a small fur-bearing animal, thought to be a kind of squirrel called a Varus. The bells are arranged so that each point is to a point of the opposite color. In Cormyr, vair and its family listed below are arranged in three to five rows across the shield. In the Vast, this is left up to the discretion of the artist.
Counter-Vair: The same as Vair except that the bells of each color are placed base to base.
Potent: Formed by T shaped pieces in the same manner and color as vair.
Counter-Potent As Counter-Vair
Kursch: As Vair but brown and white. On Earth, this fur is Germanic and is unknown in English heraldry.
Hermilinkursch: As Vair but brown and ermine. On Earth, this fur is also Germanic and unknown in English heraldry.

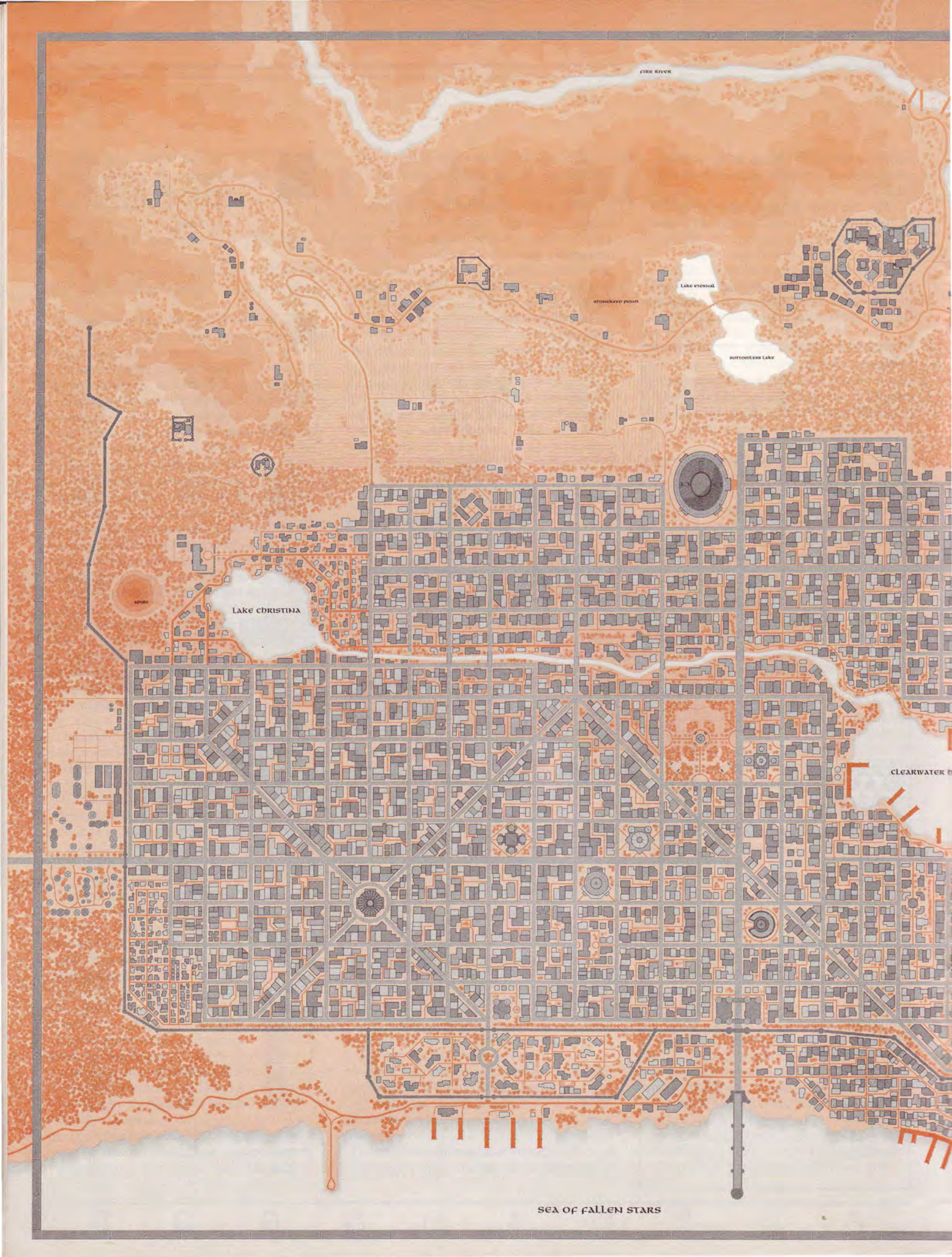
The *quarter* is a square, taking up a quarter of the shield in one of the corners. Its location must be specified, ie dexter chief, or sinister base. The quarter as a charge is very rare, but a field divided *per quarter* or *quarterly* is not.

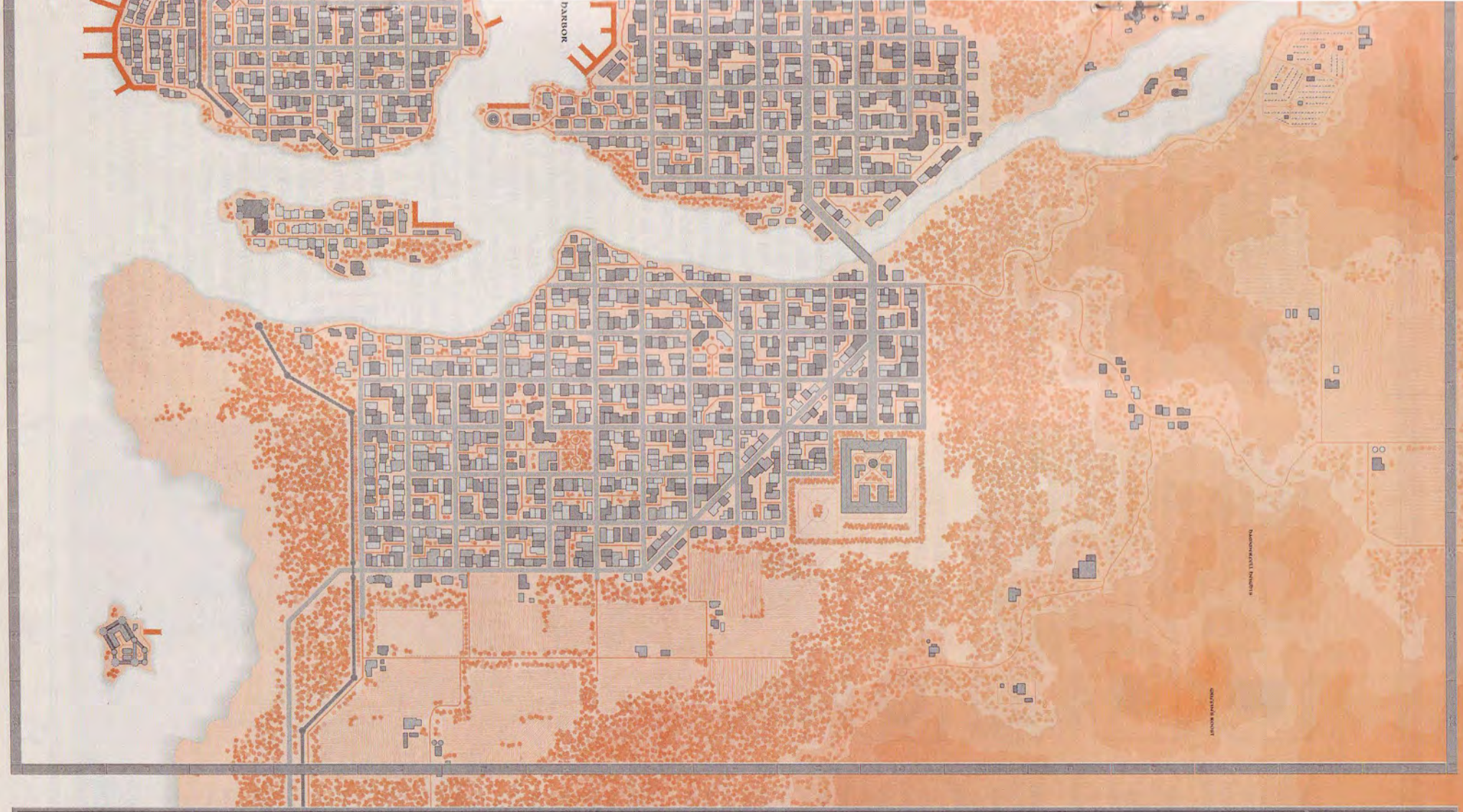
The *canton* is a diminutive of the quarter. It takes up one third of the chief; thus it is one ninth of the field. It is almost always bourne on the dexter chief (top right). If it is bourne center chief or sinister chief, this needs to be stated. A field may not be divided per canton. In the Vast, the canton has special meaning. It denotes an order of knighthood. The canton is not used for any other purpose in the Vast. The canton is free from the normal rule prohibiting the placing of color on color, or metal on metal. Otherwise many knights would not be able to place their order's canton on their shield.

The *chief* is a band horizontally across the top of the shield. A shield may not be divided per chief, since that would appear the same as the chief.

The *fess* is a band placed from right to left, along the center of the shield. If there are two or more bands, they are called *bars*. Bars may be drawn just as wide as the fess. An ordinary which is half as wide as the bar is the *barrulet*. Care should be taken to draw this figure narrow enough so that it can not be mistaken for a fess or a bar. The field may be divided *per fess* or *barry*. Per fess would be a division horizontally. A field barry, would consist of horizontal stripes. The number of stripes needs to be specified, ie barry of five, red and gold.

The *pale* is a vertical band in the center of the shield. A band drawn half as wide is known as a *pallet*. It is rare to have only one pallet as a charge, but more are not uncommon. A field may be divided *per pale*, or into vertical stripes (*paly*). Again, the number must be stated.


Fire River
Stonekeep Down
Lake Eternal
Bottomless Lake
Spire
Lake Christina
Clearwater
Sea of Fallen Stars



Legend

- Forest
- Farm
- Fence
- Graves
- Water
- Rope Bridge
- Pier
- Swamp
- City Gate
- Tents
- Street/Road
- City Buildings

N

Scale (yards)

0 — 300 — 600 — 900

Elevation (feet)

0 — 1,000 — 2,000 — 3,000 — 4,000 — 5,000 — 6,000

The *bend* is a band drawn diagonally from the upper right hand corner, to the lower left hand corner. Half of the width of a bend is a *bendlet*. When a device has both a chief and a bend, the bend normally is drawn from the angle formed by the chief and the right side of the device, rather than the top and right sides of the device, but this is not always the case. When a bend is placed between an even number of other charges, it is assumed to split them evenly. If this is not the case, or if there are an odd number of other charges, how many are in chief and how many are in base must be specified. A field may be divided *per bend* or striped, *bendy*, with the number of stripes stated.

A related charge is the *bend sinister*. It is the mirror image of the bend, starting at the left top and going to the right bottom. While the bend sinister has been used on Earth to denote illegitimacy, it was not always used for this purpose. Further, devices in the Vast are not hereditary, so it has never been used for this purpose in the Vast. All rules of the bend apply to the bend sinister.

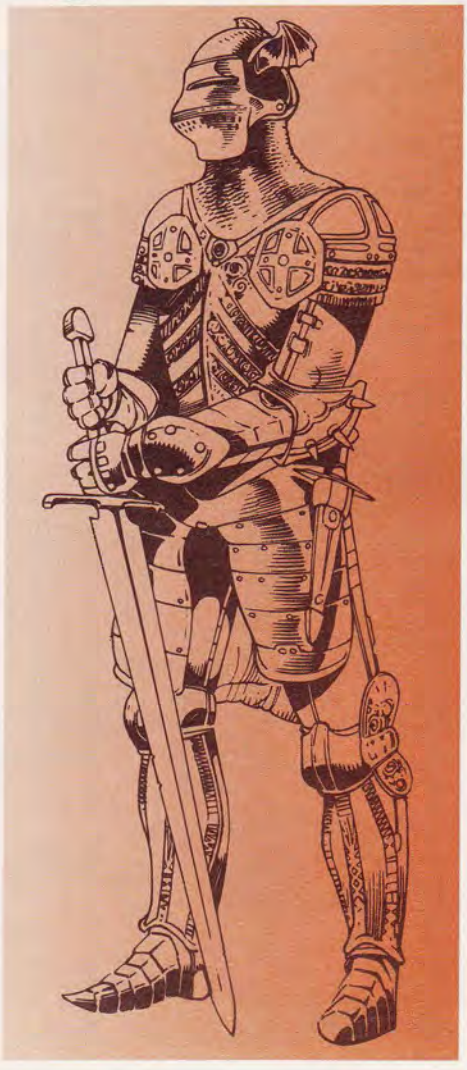
The *chevron* is shaped like a gable. The chevron normally reaches to the top of the shield, but may be drawn at a less acute angle if the other charges can be better depicted that way. A half width chevron is called a *chevronel*. The field may be divided *per chevron*, or striped *chevronny*, with the number of stripes stated.

The *pile* is a triangle which is normally drawn from the chief, downwards, with the point almost reaching the base. The base of the triangle is normally so wide as to almost fill the chief from side to side. The artist has some freedom with these dimensions. Multiple piles may be used. Rarely, the pile is drawn from another part of the shield. The only prohibition is that it may not be drawn from the base. This would be a shield parted per chevron. A shield may not be divided per pile, since there would be no difference between that and a charge of a pile.

The *billet* is a rectangle. As with other charges that do not have a fixed location, its location must be specified and it can be drawn any size.

The *rondel* is a circle. It can be anywhere on the shield and its location should be described. The rondel can be named in such a way as to indicate its tincture as well on Earth. Of these, only the *fountain*, wavy blue and white, is used in the Vast. Wavy blue and white is often used to denote water heraldically.

The *annulet* is a ring with the field showing in the center.



The *inescutcheon* is a small shield placed upon a larger shield. Naturally, there is no way to use this to divide a shield. In Ravens Bluff and the rest of the Vast, this ordinary also has special meaning. It is used to carry the device of an office. Thus the Commander of Treasury Defenses of Ravens Bluff might be granted the right to place an inescutcheon of office [black, a silver sword bendwise, between two gold coins] on his shield for as long as he held that office. The Chief Constable carries an inescutcheon of [parted per fess embattled (embattling represents the battlements of a castle wall), blue and black]. As with the canton, the rule prohibiting the placing of color upon color, or metal upon metal is waived for placing this ordinary upon a shield. It is not waived within the inescutcheon of course. The inescutcheon is normally placed on the honor point, but may be placed on the fesse point or even the nombril point if it will fit better there. If it is not on the honor point, its position needs to be stated. If a character fails his heraldry check when attempting to identify the owner of a device that contains an inescutcheon, a second attempt may be made to determine what office the person holds. A Local History check may then be made to identify who holds that office.

The *bordure* is a border around the shield. On Earth it was used to denote various things to do with inhertance of the device, but in the Vast it has no such meaning. The field cannot be divided per bordure. Again, this would look no different than the bordure itself.

The diminutive of the bordure is the *orle*. It is only half the width of a bordure. It is the inside half, so that the field shows around the orle in a width equal to that of the orle. Narrower yet is the *tressure*. Picture an orle split so that it is two narrow orles, with a little bit of the field showing between them. The bordure, orle, or tressure normally goes on top of everything except a canton. However, the chief sometimes goes over it. If so, this must be stated.

The *lozenge* is a diamond, like from a deck of cards. It can be placed anywhere on the shield, so its location must be stated. A *fusil* is a narrower diamond. Care must be taken that these two are not drawn so as to confuse the observer as to which one is which.

The *mascle* is a lozenge voided, that is, with the center removed.

The *fret* is a mascle that has a bendlet and a bendlet sinister woven or interlaced into it. If the field is *fretty*, it is covered with interlaced or woven bendlets and bendlet sinisters, no mascles being present.

Flaunchs are large diameter circles, where only a small part of the circle protrudes into the shield from the right top to right bottom, and left top to left bottom. They are always bourne as a pair.

The *cross* is shaped like a +. Its use as a decoration pre-dates Christianity, and thus is perfectly acceptable for use in a fantasy campaign. The cross is drawn so that the are equal amounts of the field between the arms. A shield is not divided per cross.

The *saltire* is shaped like an X. It has no diminutive. A device may be parted *per saltire*.

The *gyron* is also a rare charge, but a field *gyrony* is not uncommon. To divide a shield gyrony, first divide it quarterly, then per saltire, making eight triangles. Each of these is known as a gyron.

Besides the ordinaries, most anything can be used as a charge. Weapons, animals, and monsters are all common. They must be described fully, so that an artist could draw the shield from a description. If you describe your device as being silver with a brown staff per pale, the artist might draw it with a straight brown quarterstaff, or with a brown walking staff with a gnarled top. Both would be legimate depictions of your device, so if you want something specific, describe it well.

Some terms to describe the position of an animal or monster are:
Rampant - erect, body vertical with fore legs and head up. This is known as *Segreant* for Griffins and Dragons.
Salient - springing, body at a 45° angle with fore legs and head outstretched. This is known as *Springing* for the Deer family.
Passent - walking, body horizontal, head erect, one fore leg raised, the other on the ground. This position is also called *Tripping*, *Courant*, or *Running at Speed* for Deer, Fox, and Horse.
Statant - standing, body horizontal, all legs on the ground.
Sejant - sitting, fore legs on the ground, body sitting back on haunches.
Sejant Erect - sitting, fore legs up, body sitting back on haunches.
Couchant - lying, body down, head erect. This is *Lodged* for Deer.
Dormant - sleeping, body down, head on fore legs, tail down.
Combatant - two wild animals facing each other. For peaceful animals this is *Respectant*.
Addorsed - two animals back to back.
Affronte - the whole body turned, facing the viewer.
Guardant - just the head turned to face the viewer (wild animal only). For a peaceful animal this is *At Gaze*.
Reguardant - The head is turned back looking over the shoulder.

Tail Variations
Normally the tail is drawn up over the back. It can also be explicitly different.
Extended - straight back.
Nowed - knotted or curled.
Coward - between the legs.
Queue Forshe - forked. ❑

Crime and Punishment

The Laws of Ravens Bluff

Crime	Punishment
Treason	Life Imprisonment or Execution
High Murder	Execution
Murder	30 years Prison or Execution
Low Murder	5 years Prison and/or Fine
Piracy	Execution
Attempted Murder	10 years Hard Labor
Kidnapping	5-10 years Hard labor
Arson	10-20 years Hard Labor
Counterfeiting	10 years Hard Labor
Rape	Life Imprisonment or Execution
Bribery	3,000-50,000 gp Fine
Fraud	500-2,000 gp Fine
Assault	20-5,000 gp Fine
Theft, Mount	3x value of mount Fine and 3 months Prison
Theft, Larceny	1 year Hard Labor
Fencing Stolen Goods	1-5 years Hard Labor
Selling Slaves	1-5 years Prison and 1.000-5,000 gp Fine
Blackmail	3-5 years Prison
Extortion	3-5 years Prison
Conspiracy	Half of related Prison term and full Fine, if applicable
Polymorphing Others	20,000 gp Fine
Magically Influencing Others	1 year Prison and 5,000 gp Fine
Using Harmful Magic in City	100-10,000 gp Fine
Unlicensed Monster	Confiscation of monster and 500-5,000 gp Fine

The following criminal actions have specific definitions within the city of Ravens Bluff:

Assault

Assault is defined as an attack where "serious bodily injury" is inflicted on the person attacked; or a particularly fierce or reprehensible assault; or an attack exhibiting particular depravity or atrocity—including attacks committed with weapons; or an attack committed intentionally during the commission of another crime.

Conspiracy

Conspiracy is defined as a combination of two or more persons who plan and carry out the commission of a criminal or unlawful act; or a combination of two or more persons who by concerted action accomplish an unlawful purpose. It is essential that there be two or more conspirators; one cannot conspire with himself.

High Murder

The crime of High Murder is defined as the unlawful killing of another "person" with malice aforethought. It requires a premeditated intent to kill plus an element of hatred. No one accused of Criminal High Murder is ever released from custody before trial.

1. A person is guilty of High Murder if he knowingly causes the death of a law enforcement officer (town guard, constable, officer, an official, or employee of any prison or jail) acting in the line of duty.
2. A person is guilty of High Murder if he knowingly causes the death of another before, during, or after a kidnapping or an attempt to commit kidnapping.
3. A person is guilty of High Murder if he knowingly causes the death of another by criminally soliciting a person to cause said death or after having been criminally solicited by another to cause said death for personal monetary gain. Such persons would also likely be charged with Conspiracy.
4. A person is guilty of High Murder if he knowingly causes the death of another after being sentenced to life imprisonment.

Murder

This is defined as the unlawful killing of another "person" that is willful, deliberate, and premeditated; willfulness requires intent to kill, deliberation requires a conscious consideration of the decision to kill, and premeditation requires that the intent to kill be fashioned prior to the killing. Each one of the requisite elements can be formed within a time span of a moment's duration.

1. A person is guilty of Murder if he purposely causes the death of another.
2. A person is guilty of Murder if he knowingly causes the death of another before, during, or after the commission of a robbery or burglary while armed with a weapon, the death being caused by the use of such a weapon.
3. A person is guilty of Murder if he knowingly causes the death of another in the commission of arson.

Low Murder

The unlawful killing of another "person" with malice aforethought but without deliberation and premeditation. Such malice may be in the form of express malice (the actual intent to kill) or of implied malice where there is no intent, but where death is caused by an act which deploys such a reckless state of mind as to be equivalent to an actual intent to kill.

1. A person is guilty of Low Murder if he knowingly causes the death of another.
2. A person is guilty of Low Murder if he causes the death of another recklessly under circumstances manifesting an extreme indifference to the value of life. Such recklessness and indifference are presumed if the actor causes the death by the use of a weapon in the commission of, or in the attempt to commit, or in the immediate flight after committing or attempting to commit a crime.

Treason

Whoever, with intent or reason to believe that it is to be used to the injury of ravens Bluff or to the advantage of a foreign entity, communicates, delivers, or transmits, or attempts to communicate, deliver, or transmit, to any foreign government, or to any faction or party or military or naval force within a foreign land, whether recognized or unrecognized by Ravens Bluff, or to any representative, officer, agent, employee, subject, or citizen thereof, either directly or indirectly, any document, writing, code book, signal book, sketch, blueprint, plan, map, model, note, instrument, or information relating to the City's defense.

Whoever, in time of war, with intent that the same shall be communicated to the enemy, collects, records, publishes, or communicates, or attempts to elicit any information with respect to the movement,

numbers, description, condition, or disposition of any of the armed forces, ships, or war materials of ravens Bluff, or with respect to the plans or conduct, or supposed plans or conduct of any naval or military operations, or with respect to any works or measures undertaken for or connected with, or intended for the fortification or defense of any place, or any information relating to the public defense, which might be useful to the enemy.

In addition to the criminal actions listed above, some specific ordinances have been established to regulate the use of magic and monsters within the city limits:

It is illegal to polymorph others. Wizards may not simply go around turning people into toads or frogs or any other manner of wildlife or furniture. Within the confines of Ravens Bluff, a person should be guaranteed that he will remain a person—it is part of his rights of citizenship.

A spellcaster who is caught *polymorphing* another individual into something else will be arrested. This also includes people of other professions who have access to magical devices and potions that yield the same effects. The degree of *polymorphing* can affect the prison sentence. For example a wizard who *polymorphs* someone into a goldfish in the middle of town—and leaves that goldfish to die for lack of water—is looking at a lot more serious charge than a wizard who *polymorphs* someone into a dog. Wizards are allowed to *polymorph* themselves, and willing companions, into any reasonable form with impunity. Reasonable forms include things such as dogs, cats, horses, and the like. Wizards who *polymorph* themselves into the forms of monsters within the city limits are subject to fines and possible prison terms. (There are a few exceptions to the polymorph law, such as when a wizard saves innocent citizens by *polymorphing* a villain into a form so he cannot run away or into a form in which he cannot hurt others. But these are not expressly covered in the city laws.)

It is illegal to magically influence others. Citizens of Ravens Bluff have a right to their own opinions and can make decisions on their own. To cast *suggestion, charm person*, and other such enchantments upon them is unthinkable and not acceptable. The list of spells includes—but is not limited to—*charm person, hypnotic pattern, suggestion, confusion, emotion, mass suggestion*, and *mass charm*. Spellcasters, and individuals with certain magic items, who are caught magically influencing people within the city limits are subject to time in prison. (Again, there are a few exceptions, such as when a wizard saves innocent citizens by *charming* a villain into surrendering. But these are not expressly covered in the city laws and are taken on a case by case basis.)

It is illegal to cast harmful magic within the city boundaries. Spells such as *cones of cold* and *fireballs* can harm innocent people and can cause considerable destruction to city and private property. There are varying degrees of harmful magic. For example, a *magic missile* spell is not near as damaging as a *lightning bolt* spell—unless, of course, the *magic missile* results in the death of an innocent citizen. The more potentially harmful the spell, the longer the term in prison. Spellcasters who are obviously casting spells to defend the city or protect its officials are not subject to this law. However, spellcasters who are simply showing off their incantations or displaying their powers are subject to heavy fines. Further, if innocents are hurt in the process, those spellcasters could be subject to time in one of the city's prisons.

Magics such as *water breathing, invisibility, levitation, flying*, and the like are not considered damaging—even though some residents might consider them annoying. A list of damaging spells which could land their casters in prison includes—but is not limited to—*burning hands, chill touch, magic missile, flaming sphere, Melf's acid arrow, ray of enfeeblement, shatter, stinking cloud, summon swarm, web, explosive runes, flame arrow, lightning bolt, Melf's minute meteors, vampiric touch, enervation, Evard's black tentacles, fire trap, ice storm, phantasmal killer, shadow monsters, wall of fire, wall of ice, chaos, cloudkill, cone of cold, feeblemind, monster summoning, wall of force, wall of iron, wall of stone, chain lightning, death fog, death spell, disintegrate, move earth, flesh to stone, Bigby's forceful hand, Bigby's grasping hand, delayed blast fireball, finger of death, Bigby's clenched fist, incendiary cloud, power word—anything, Bigby's crushing hand, energy drain, meteor storm, pyrotechnics, flame strike, blade barrier*, and *creeping doom*.

It is illegal to bring unlicensed monsters within the city boundaries. Monsters, from aaracokra to zombies, may not be brought into the city without a license obtained from the city authorities. Permits are only available to those who demonstrate a legitimate need to have such a creature within the city limits. Note that this ordinance specifically includes undead, both intelligent and created.

The Network would like to thank Bruce Rabe, Jean Rabe, Michelle Graham, Margaret van Poelgeest-Heintz, Ron Heintz, and Malcolm Wood, for compiling this list of the laws of Ravens Bluff.

LIVING CITY™
Character Generation

Construction and Maintenance Rules for Your LIVING CITY Character

LIVING CITY tournaments are held at conventions throughout the world. RPGA® Network members play their own characters in these events. The more tournaments you enter, the more levels, power, and wealth your character gains.

These guidelines help you create your own LIVING CITY character and modify the character when he or she gains experience points in a tournament. You are responsible for keeping a copy of your character and a list of all the items, wealth, and experience points he or she earns during adventures. Characters receive items and experience points for participating in sanctioned Network tournaments and other LC events such as sanctioned interactive games. No character can advance more than one level in a round of tournament play.

The LIVING CITY has been developed to provide an on-going campaign setting for RPGA Network members at conventions. Any use of LC tournaments without written Network approval is prohibited. Non-Network members are encouraged to try the LIVING CITY, but only members can advance their characters beyond first level.

All characters—new and old—must fit the AD&D® 2nd Edition rules and the LC house rules presented here. If an optional rule or rule book is not listed here, it is not allowed.

Recent printings of AD&D rules superceed older versions; players must realize that all campaigns grow and change, just as official AD&D rules evolve. Occasionally, changes may be made which might affect your character. Such revisions are not made arbitrarily but with game balance in mind. Exceptions to these revisions must be documented, either with official LIVING CITY certificates and/or a signed letter from RPGA Network Headquarters.

Current characters must be revised in accordance with these guidelines by October 15, 1995, or be retired. No grandfather clauses will be permitted!

Character classes available:

Warriors: Fighters, Rangers, and Paladins are allowable classes.

Wizards: Wizards can be mages, specialist wizards, or elementalists (from the *Tome of Magic*).

Priests: Clerics, druids, and specialty priests are allowable classes; all priests must adhere to the rules outlined in the *Player's Handbook*.

Rogues: Thieves and bards are permissible character classes for the LIVING CITY campaign. Bards must be human or half-elf; they also must comply with all rules listed in the *Player's Handbook*.

Races: the following races from the *Player's Handbook* are available for new characters: human, half-elf, elf (gray, high), halfling (hairfoot, tallfellow, stout), gnome, and dwarf. The race variants and racial kits detailed in the *Complete Handbook* series are not part of the LC campaign.

Comeliness reflects your character's physical attractiveness. It can have an impact on the initial reactions NPCs have to your character.

Comeliness is not Charisma. While Charisma measures a character's strength of personality, Comeliness measures physical attractiveness.

Comeliness	Reaction Adjustment
6	-2
7	-1
8	0
13	+1
14	+2
15	+3
16	+5
17	+6
18	+7

Comeliness in Living City play affects reaction bonuses that are tied to Charisma. Therefore, a character with a high Charisma and a high Comeliness has a significant reaction bonus.

Creating a Character

1. You have 84 points to assign to your character's Strength, Intelligence, Wisdom, Dexterity, Constitution, Charisma, and Comeliness scores. No ability score can be lower than 6 or higher than 18.

Racial minimums and maximums must be observed. Limits may be exceeded only with magic items. Gnomes with 19 Intelligence scores do not have immunity to first level illusion spells. Do not apply racial or age adjustments to your character's attributes; the character's statistics are "adjusted" when you assign your 84 points.

Warriors purchase an 18 strength with 18 points. They purchase one point of exceptional strength for the first ability point after 18, and 10 points of exceptional strength for each extra ability point spent, to a maximum of 18/00. For example, Sally's warrior character has an 18/01 Strength; it cost the warrior 19 attribute points (18+1=19). If Sally wanted an 18/91 Stength, the warrior would have to pay 28 points; an 18/00 would cost 29. If her warrior doesn't spend any points for exceptional strength, she has an 18, not an 18/01.

2. Your character begins at 1st level and must meet the required minimum statistic scores for his or her class listed in the *Player's Handbook*. For example, a bard must have a Dexterity of 12, Intelligence of 13, Charisma of 15 and be a human or half-elf.

3. Select weapon and non-weapon proficiencies. LC characters possess non-weapon proficiencies, but not secondary skills. Non-weapon proficiencies for intelligence are gained normally.

Languages are chosen as non-weapon proficiencies. PCs get their native language for free. Non-humans must buy "Speak Common." Non-humans must buy their other languages from the list given under their racial descriptions. PCs can not Read/Write any one known language unless they spend the necessary proficiencies to do so.

4. Choose an alignment. LC player characters are limited to Lawful Good, Neutral Good, Chaotic Good, Neutral, and Lawful Neutral. Chaotic Neutral is not an acceptable alignment in the LC campaign. Druids must begin play as true Neutral, and remain so throughout their career. Since rangers must be good, ranger/druids are not allowed.

5. Calculate Hit Points. LC player characters have maximum hit points at first and second levels. Hit points for high Constitution scores are added to this. For example, Sally's second level warrior with a 16 Constitution has 24 hit points. After second level a character receives half maximum hit points. Her warrior will have 31 hit points at third level.

First Level Characters

Characters begin with maximum gold pieces for their classes; 200 for a fighter, ranger, or paladin; 180 for a cleric or druid; 120 for a rogue; and 50 for a wizard.

Select one of the following: *shield +1, ring of protection +1, bracers of defence AC 8,* a melee weapon +1, or five expendable missile weapons +1, such as darts, arrows, or crossbow bolts. Daggers and other throwing weapons count as the character's one +1 melee weapon.

Select one of the following potions: *healing, animal control, clairaudience, fire resistance, or ventriloquism.*

Choose one non-standard mundane item: such as a bag of marbles, a pouch of tobacco, or a cookbook. Valuable items such as elven chain mail and travelling spell books are not mundane items.

Select a kit, if one is desired.

Choose spells. Mage spell books contain four 1st level spells of your choice. Specialist wizards cannot have spells from an opposing school. Bard's spell books contain two 1st level spells.

Second Level Characters

Select one additional 1st level spell for your wizard's spell book; choose two 1st level spells for your bard's spell book.

Add one point to your character's Charisma score and one point to an attribute of your choice. If your character already has a Charisma score of 18, you can assign both points as you desire. No attribute can exceed 18.

Third Level Characters

Select one additional 1st level spell and three 2nd level spells for your wizard's spell book; choose two additional 1st level spells for your bard's spell book.

Add one point to your character's Charisma score and one point to an attribute of your choice. If your character already has a Charisma score of 18, you can assign both points as you desire. No attribute can exceed 18.

Fourth Level Characters

Choose one additional 1st level spell and two 2nd level spells for your wizard's spell book; select two 2nd level spells for your bard's spell book.

Add one point to any two of your character's attribute scores. No attribute can exceed 18.

Fifth Level Characters

Add one 1st level spell, one 2nd level spell, and three 3rd level spells to your wizard's spell book; choose one additional 1st level spell and two 2nd level spells for your bard's spell book.

A kit may be acquired at the time of character creation. They are unavailable to multi-class characters, and do not increase starting wealth.

Kits cost the character 10% of all experience gained through adventuring. Kits are described in the respective *Complete Handbook*. The following kits are allowed:

Fighter
Amazon, Barbarian, Berserker, Cavalier, Gladiator, Myrmidion, Noble warrior, Swashbuckler, Wilderness warrior

Ranger
Forest runner, Giant killer, Mountain man, Pathfinder, Sea ranger, Seeker

Paladin
Chevalier, Divinate, Errant, Expatriate, Medician, Miltarist, Squire, Votary

Wizard
Academician, Amazon sorceress, Militant wizard, Patrician, Peasant wizard

Priest
Amazon, Barbarian/Berserker, Nobleman, Peasant, Scholar

Druid
Hivemaster, Natural philosopher, Wanderer

Thief
Beggar, Burglar, Cutpurse, Investigator, Scout, Smuggler, Swashbuckler, Swindler, Troubleshooter

Bard
Gallant, Gypsy, Loremaster

No other kits are allowed.

Add one point to any one of your character's attribute scores. No attribute can exceed 18.

Sixth Level Characters

Select one additional 1st level spell, one 2nd level spell, and one 3rd level spell for your wizard's spell book; choose one additional 1st level spell and two 2nd level spells for your bard's spell book.

Add one point to any one of your character's attribute scores. No score can exceed 18.

Seventh Level Characters

Choose one 1st level spell, one 2nd level spell, one 3rd level spell, and three 4th level spells for your wizard's spell book; choose one 2nd level spell and two 3rd level spells for your bard's spell book.

Add one point to any one of your character's attribute scores. No score can exceed 18.

Eighth Level Characters

Add one 3rd level spell and one 4th level spell to your wizard's spell book; choose another 2nd level spell and one 3rd level spell for your bard's spell book.

Add one point to any one of your character's attribute scores. No score can exceed 18.

Ninth Level Characters

Add one 3rd level spell, one 4th level spell, and three 5th level spells to your wizard's spell book; choose another 3rd level spell for your bard's spell book.

Add one point to any one of your character's attribute scores. No score can exceed 18.

10th Level Characters

Add one 3rd level spell, one 4th level spell, and one 5th level spell to your wizard's spell book; choose two 4th level spells for your bard's spell book.

Add one point to any one of your character's attribute scores. No score can exceed 18.

11th Level Characters

Add one 4th level spell and one 5th level spells to your wizard's spell book; choose another 4th level spell for your bard's spell book.

12th Level Characters

Add one 5th level spell and three 6th level spells to your wizard's spell book.

Retirement

When any character gains 13th level, or 1,125,000 total experience points (whichever comes first), they must retire the character from LC tournament play.

Players using kits, skills, and items from the *Complete Handbook* series are responsible for bringing those works to each tournament table for the judge's reference.

Weapon specialization: Only single-class fighters (not including rangers and paladins) may choose to utilize weapon specialization. Specialization is unavailable to multi- or dual-class fighters. No fighter may choose more than one weapon in which to specialize, though certain kits may allow the character a weapon specialization at no proficiency cost. Double specialization or specialization in wrestling, punching, and martial arts are disallowed. All specialization must adhere to rules listed in the *Player's Handbook*.

Parrying, as described in the *Player's Handbook*, may be used.

Most weapons, equipment, and non-weapon proficiencies from the *Complete Fighter's Handbook* are allowed, but combat rules (including ambidexterity), samurai weapons, firearms, and new armor types are specifically excluded.

Wizard spells may be selected from the *Player's Handbook*, *Tome of Magic*, or the *Forgotten Realms Adventures*.

Metamagic, wild magic and spells from the *Complete Wizard's Handbook* are not allowed in the LC campaign.

Priests may worship any non-evil deity found in the FORGOTTEN REALMS® boxed set, but may not worship a "designed faith" from the *Complete Priest's Handbook* such as War, Agriculture, Magic, etc.

Specialty priests must select one of the gods from the *Forgotten Realms Adventures*: Azuth, Chauntea, Denier, Eldath, Gond, Helm, Ilmater, Lathander, Lliira, Mielikki, Milil, Mystra, Oghma, Selune, Silvanus, Sune, Tempus, Tyr, Torm, and Tymora. No other deities grant specialty priests powers in the LC campaign.

Spells for clerics, druids, and specialty priests can be found in both the *Player's Handbook* and *Forgotten Realms Adventures*. All clerics and specialty priests (excluding druids) have minor access to *Tome of Magic* spells. *Combine* spells are not allowed.

Quest and faith spells and spells from the *Complete Priest's* and *Druid's Handbooks* are disallowed.

Material components are required for any wizard or priest spells normally expensive to cast.

New weapons from the *Complete Priest's Handbook* may be used (with the exception of nunchaku).

Multi-class characters are allowed as listed in the *Player's Handbook*. Bards may not be multi-class. Multi-class characters may choose to be a specialty priest, they may not possess a kit, weapon specialization, or be a specialist wizard (gnomes may still be multi-classed illusionists). Keep in mind it takes longer for these demi-humans to advance, as they must divide any experience they earn. These characters, like dual-class characters, only receive additional attribute points once upon gaining an experience level.

Becoming a Dual-Class Character costs experience points equal to half what it would take to reach 2nd level in the new profession. These experience points "buy" the new class.

For example, Steve has created a human fighter who seeks to become a wizard. It takes 2,500 experience points to be a 2nd level wizard, therefore Steve's fighter must spend half that amount (1,250) to buy the wizard class. The fighter spends the experience points, which are erased from his experience point total, and is now a first level wizard. If the fighter began with an 18/51 Strength characteristic, he continues to possess that exceptional strength. If the character had been begun as a wizard, no exceptional strength would be possible.

A dual-class character must be human, and at least 2nd level before switching classes.

A character must have an ability score of 15 or more in the prime requisites of his original class and scores of 17 or higher in the prime requisites of any class he switches to.

A LC house rule states that a character may acquire up to two classes, as long as the character has the ability scores. Alignment restrictions must be observed. Bards may never be dual-class.

Your character begins his new character class at 1st level with 0 experience points in that class.

Your character retains his previous hit points and hit dice, gains all the new proficiencies and abilities with which the new class would normally begin, and uses combat and saving throw tables applicable to the new class. Non-weapon proficiencies from the abandoned class-related group or groups are not available to the new class without incurring the experience penalty.

A dual-class character does not gain additional attribute points or hit points until his or her new class exceeds the level of his or her previous class.

All experience points gained now apply to the new class. However, if your character uses skills, spells, non-weapon proficiencies, or other special abilities of his previous class, the experience point award for a particular adventure does not count.

The restrictions set forth are in effect until the character exceeds the level in his old class. For example, Steve's character was a 4th level fighter before he switched to a wizard. When he reaches 5th level as a wizard, he can use the abilities of both classes equally, with no experience point loss.

Dual-class characters possess only one of the following: class kits, specialist magical abilities, or specialty priest abilities. A lady cutpurse who switches to illusionist loses the kit abilities she once had as a thief; such specialized skills atrophy through non-use.

Purchasing Equipment

PCs can purchase weapons, armor, supplies and other materials at the prices listed in the *Player's Handbook*. These purchases should be made outside of tournament play, though certain tournaments might offer opportunities to purchase goods. Additional items for sale may only be chosen from the *Forgotten Realms Adventures, the Arms and Equipment Guide* and certain of the *Complete Handbook* series (*Fighter's, Thief's, Wizard's, Bard's, Ranger's, Paladin's, Priest's*). No other books contain items for purchase in the LC campaign. Magic items are acquired only over the course of tournament play and at special RPGA convention activities. Trading among PCs is welcome, however, the use of a magic item trading form (available from HQ) is strongly recommended.

RAVENS BLUFF™
THE LIVING CITY™
AD&D® CHARACTER SHEET

RPGA® NETWORK

Hero: _____ **Titles:** _____

Alignment	Level	Gender	Clan/Race	Class/Kit

ABILITIES

	STR	AC ADJ	DMG ADJ	WT LOAD	MAX LIFT	OPEN DOORS	BEND & LIFT
	DEX	SURPRISE ADJ	MISSLE ADJ	AC ADJ	SAVE ADJ		
	CON	HIT PT. ADJ	SYSTEM SHOCK	RESSURECT SURVIVAL	HOLD BREATH		
	INT	# OF LANG.	HIGHEST SPELL LVL	LEARN SPELL	MAX # OF SPELLS		
	WIS	MENTAL SAVE ADJ	BONUS PRIEST SPELLS		SPELL FAILURE		
	CHR	NUMBER OF HENCHMEN	LOYALTY BASE	RESPONSE ADJ			
	CMS	RESPONSE NOTES					

MOVEMENT

BASE RATE _____

(INSIDE: x10 FT)		(OUTSIDE: x10 YD)	
JOG†	= x2	MARCH	= x2 MI
RUN†	= x3 S	FORCED	= +.5 MI
RACE†	= x4 S -4	SWIM†	= x ___
SPRINT†	= x5 S -8	† CON CHECK / RD	

ENCUMBRANCE

LIGHT	= x2/3		
MEDIUM	= x1/2	HAZARD	= x1/3
HEAVY	= x1/3	CRAWL	= x1/4
MAX	= x1 FT	CLIMB	= x1 FT

SAVES

MODIFIERS	ADJ.		
		PARALYZE, POISON, DEATH MAGIC	◯
		ROD, STAFF, OR WAND	◯
		PETRIFY OR POLYMORPH	◯
		BREATH WEAPON	◯
		MAGIC SPELLS	◯

Special Saves: _____

SPECIAL ABILITIES

(Racial & Kit Benefits, Hindrances, Detections, Resistance, Vision, etc.)

SPELLS

____ 1st ____ 2nd ____ 3rd ____ 4th ____ 5th ____ 6th ____ 7th ____ 8th ____ 9th

❑	❑	❑	❑	❑	❑	❑	❑	❑
❑	❑	❑	❑	❑	❑	❑	❑	❑
❑	❑	❑	❑	❑	❑	❑	❑	❑
❑	❑	❑	❑	❑	❑	❑	❑	❑
❑	❑	❑	❑	❑	❑	❑	❑	❑
❑	❑	❑	❑	❑	❑	❑	❑	❑
❑	❑	❑	❑	❑	❑	❑	❑	❑
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PROFICIENCIES

INITIAL Wpn / Non	ADDITIONAL / # LEVELS Wpn / Non	Unskilled Penalty
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COMBAT

WEAPON	SPEED	LENGTH	ENC.	HIT ADJ	THAC0	#AT	RANGE	DMG (S-M/L)	ADJ	SPECIALS / MANEUVERS

SPECIAL ATTACKS: _____

AMMUNITION: _____ ☐☐☐☐☐ _____ ☐☐☐☐☐ _____ ☐☐☐☐☐

MOUNT/HENCHMEN	LVL/HD	RACE/CLASS	STR	DEX	CON	INT	WIS	CHR	CMS	AC	THAC0	ADJ	WEAPON	DMG (S-M/L)	ADJ	RANGES	SPECIAL

ARMOR

MODIFIED AC	ARMOR	AC ADJ	ARMOR	AC ADJ
SURPRISE				
NO SHIELD				
REAR				

SPECIAL DEFENSES: _____

WOUNDS:
HIT POINTS / LEVEL

☐☐☐☐☐
☐☐☐☐☐
☐☐☐☐☐

HERO: _____ TITLES: _____

ALIGNMENT | LEVEL | GENDER | CLAN / RACE | CLASS / KIT

HOMETOWN | NATION | PATRON / LIEGE | RELIGION

EXPERIENCE POINTS

Next Level XP:

DESCRIPTION

AGE: _____ APPARENT AGE: _____ HEIGHT: _____ WEIGHT: _____

EYES: _____ HAIR: _____ HAIR STYLE: _____

SKIN: _____ BUILD: _____ HANDEDNESS: _____

APPEARANCE: _____

PERSONALITY (Attitudes, Personality, Passions, Virtues & Vices)

THIEVING ABILITIES

PICK POCKETS		OPEN LOCKS	
FIND/REMOVE TRAPS		MOVE SILENTLY	
HIDE IN SHADOWS		DETECT NOISE	
READ LANGUAGES		CLIMB WALLS	

BACKSTAB MODIFIER

TURNING EVIL AND ENCHANTED CREATURES

SKELETON OR 1 HD	ZOMBIE	GHOUL OR 2 HD
SHADOW OR 3-4 HD	WIGHT OR 5 HD	GHAST
WRAITH OR 6 HD	MUMMY OR 7 HD	SPECTRE OR 8 HD
VAMPIRE OR 9 HD	GHOST 10 HD	LICH OR 11+ HD

SPECIAL / OTHERWORLD _____

GEAR & MAGIC ITEMS

LEFT SIDE		
ITEM	LOCATION	ENC.

CENTER OR BACK		
ITEM	LOCATION	ENC.

RIGHT SIDE		
ITEM	LOCATION	ENC.

GEAR IN STORAGE	LOCATION	ENC.	PROTECTION

SUPPLIES

RATIONS

FEED | OTHER

TORCHES | OTHER

WEALTH

COPPER | SILVER | GOLD | ELECTRUM | PLATINUM | OTHER

GEMS & JEWELS

LOCATION _____

ITEM	VALUE

TREASURES IN STORAGE

PROTECTIONS _____

ITEM	LOCATION	VALUE

PROTECTIONS _____

ITEM	LOCATION	VALUE

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The Living Galaxy

Alterniverses—Part 3

by Roger E. Moore

We all inevitably wonder what would have happened if one thing, one pivotal event, had come out differently in our lives. Someone we might have dated, a job we might have taken, a road we could have followed. Would our lives be better or worse? What if, what if, what if . . .?

That niggling question infests the larger and less personal scope of life, too. What if Columbus and his ships had been lost at sea before they returned to Spain? What if King George III had early on granted the American colonies more say in their own taxation and government? What if the Confederate Army had pursued the routed Federal Army into Washington, D.C., after the First Battle of Bull Run? What if Hitler had elected not to attack the Soviet Union, instead turning his armies first toward the British Isles? What if President Eisenhower had decided to send American troops to help the French forces fighting the Viet Minh at Dien Bien Phu? What if H. Ross Perot hadn't bowed out of the 1992 presidential elections?

We all inevitably wonder what would have happened if one thing, one pivotal event, had come out differently in our lives. Someone we might have dated, a job we might have taken, a road we could have followed. Would our lives be better or worse? What if, what if, what if . . .?

That question gets into role-playing games as well. This, the final part in a series on creating and using alternate-history worlds (alterniverses) for RPGs, presents new worlds for specific popular RPGs—games that, while not science-fictional in nature, benefit strongly from having an SF tweak applied to them.

In last month's column, three unique alterniverses were invented. (They were unique as far as I could tell, anyway, since I made them up.) Each alterniverse was designed to be used in campaign play in a different manner:

* The first, the 1979 Sverdlovsk Accident world, was created as a "one-shot" sideline to a regular campaign. The world was not meant to be explored in great depth as it was so lethal, so it would be used for only a few sessions of game play and would not interact with the regular campaign—assuming that the player characters don't bring Russian anthrax spores back with them. (Return campaigns could be managed later, of course, if massive quantities of a vaccine could be found to make it worthwhile.)

* The second, the 1918 Killer Influenza world, was created as an actual starting campaign, a game world designed to be literally destroyed by the subsequent and intentional actions of the player characters. This disastrous world would then be replaced by a much better world (our "correct" actual world), to which the PCs would doubtless have to grow accustomed.

* The third, the 1937 Hermes Impact world, was designed for prolonged investigation. There would be enough areas of interest on this world to merit return campaigns by alterniverse-hopping PCs, and eventually some native PCs might be recruited into the campaign if the GM so chooses.

Thus, an alterniverse can serve multiple functions in a game campaign. In this final installment, we'll pick out a few more functions that alterniverses can serve in gaming.

First, we'll look at an alterniverse that's meant to be the main campaign setting in itself; no contact with the "real world" or any other alterniverse is required for play. Welcome to the 1844 "Peaceful Peacemaker" world of the Lone Star Republic.

Second, we'll let PCs create their own alterniverse, perhaps without their being aware they are doing so, for a fantasy game system with a historical setting. The setting as created, complete with its "new" history, remains the main campaign setting. This is the 1585 Roanoke Success world of Elizabethan Virginia.

Third, we'll briefly sketch out an alterniverse that might serve well as a dedicated opponent to an existing historical timeline. This is the 1801 French Victory world in which Napoleon I triumphs against Great Britain, in Egypt and elsewhere, and conquers all Europe—and almost conquers the world.

(By the way, you've probably picked up on the shorthand method used here to name alterniverses, which is to take the year in which the timeline changes from our own and add a title identifying the source of the change. It is important to note that the date of the historical change is not necessarily the date at which the game campaign begins. If you are using a lot of alterniverses in your game, you might give this world-naming system a try.)

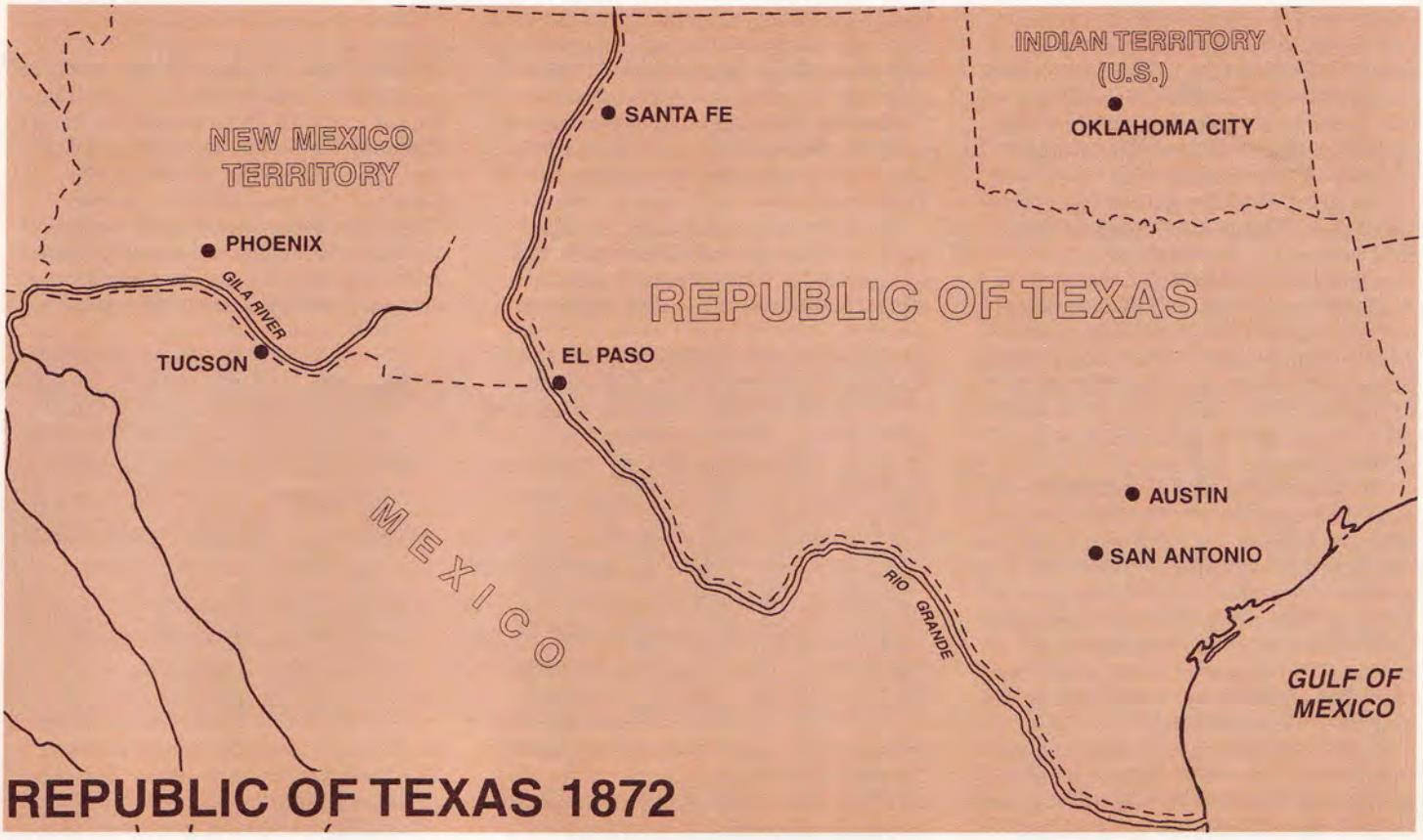
Lone Star

Spur! spur in the chase, dash on to the fight—
Cry vengeance for Texas! and God speed the right.
— "Ranger's Song" (1840s)

Virtually any role-playing campaign using a historical background can be played with alterniverses. You might even wish to design your campaign to take place specifically within an alterniverse rather than playing in a setting governed by actual history.

For instance, look at the BOOT HILL® game by TSR. What sort of alterniverse would give this system a kick? Well, why not have Texas be its own nation? Texas was an independent republic between 1836 and 1845, awaiting annexation by the U.S. government. What if Texas had instead elected to stay independent? What would the Wild West have been like then? Let's take things step by step.

1. Do some historical research. The



REPUBLIC OF TEXAS 1872

whole issue of bringing Texas into the U.S.A. was very complicated. A very chaotic Mexican government allowed Texas, one of its northernmost frontier provinces, to be largely settled by Americans who soon decided they wanted to be governed either by Washington, D.C. or themselves, rather than by Mexico City. The settlers kept slaves, but Mexico had outlawed slavery in 1831. After many conflicts, Texas declared its independence, the Alamo was besieged, and the "Texians" (as they called themselves then) won the war. Under President Sam Houston, Texas asked the U.S. to either acknowledge Texas as independent or annex it, bringing it fully into the Union.

Southern states wanted Texas brought in as a slave state, and they feared that Britain (which wasn't entirely friendly to the U.S. at this time and wanted to block U.S. expansion toward Mexico) would support Texan independence if Texas outlawed slavery. Texas had a horrible national debt and desperately needed millions of dollars. Worse, brutal Comanche raids and border battles with Mexican troops gave Texians little time for peace.

Annexation, the War with Mexico, then the American Civil War fill in the rest of established history. But let's paint a different picture now, by using a typical time-changing technique: backtracking to locate a pivot point from which we achieve a desired outcome. Is there an event in time that might have made a difference here?

2. Identify a pivot point. A careful reading of history reveals that an accidental gun explosion aboard a U.S. warship in 1844 killed some U.S. cabinet members, allowing President John Tyler to restructure his government and move faster on Texas annexation. Just suppose that this naval gun, actually nicknamed "Peacemaker," did not explode just then. (It can blow up later.) Annexation is further delayed. What consequences might logically result?

3. Project results with logic and reason. The British and French see Texas as an independent source of tobacco, cotton, and sugar. Texas is also the perfect wedge to put between the U.S. and Mexico, and the Europeans are willing to loan the Texians plenty of cash. President Sam Houston, tired of waiting for annexation and beginning to enjoy running his own nation, dumps the idea of joining the U.S. in 1845. However, he invites more settlers to come over from America—almost all of them from southern slave-holding states, though many are poor whites who own no slaves at all.

Mexico, angry over European involvement and the now-complete loss of Texas as property, attempts an invasion of Texas. The attack is beaten back, and Mexico is defeated at last by the British-backed Texian army, navy, and paramilitary Texas Rangers. Thousands of volunteer fighters from the slave-holding states of the U.S. join in, many settling in the Lone Star Republic afterward. Mexico recognizes Texas as independent.

4. Add elements of real history, merging them with your fictional history. Meanwhile, the U.S. fears (with good reason) that the Texians will soon grab land all the way west to the Pacific. President Polk sets up a revolt among settlers in California, sparking America's War with Mexico, which is hard fought and long. Texas launches an attack westward and manages to gain New Mexico from Mexico before the war ends; its western and southern borders are now the Rio Grande. Ties between Texas and the South (and Europe) grow strong.

5. Expand the global scope of the

change you've made. Political battles rage in Washington over whether to admit California as a free or slave state; it comes in free. Southerners, having lost Texas as a slave state (and having only Florida as a future slave state), secretly agitate for war with Spain over Cuba, which could be gained as another slave state. Stephen A. Douglas, a radical Democrat in favor of slavery, becomes president in 1852. Spain declares war on the U.S. in 1854 after one provocation too many; American warships and soldiers join Cuban slaveholders in defeating Spain. Britain remains neutral, being now involved in the Crimea, but Texas sends naval units to help the U.S. out.

6. Nudge events and outcomes (as reasonably as possible) in the direction you wish them to go, but recognize historical limits and avoid impossibilities. Cuba is made a slave state in 1857, but revolts begin at once among Cubans who wish their island to be an independent nation. Civil unrest in Cuba pins down increasing numbers of U.S. soldiers and Southern "adventurers."

Texas debates invading and conquering Mexico, but wisely focuses instead on battling Comanches and settling out its own internal affairs. With strong encouragement and financial backing from Britain (and despite vicious debate with slaveholders), Texas abolishes slavery in 1859. Southerners now fear Texas will support abolition in the U.S. as well. The U.S. election of 1860 is a watershed for war, and with Lincoln's election, war it is.

7. Muddle through big events like widespread wars as best you can, heading (reasonably) in the direction you wish to go. Texas stays militarily neutral during the American Civil War, though some of its citizens support the Southern cause. The war ends in 1863 with a general Southern defeat and the end of black slavery. Cuba is kept in the Union as a territory only until 1869, when its independence is granted (though a pro-American government is installed and monitored). Lincoln's generous and forgiving terms for southern surrender greatly speed the healing of national wounds.

8. Continue this process until the current campaign date is reached. After the war ends, Texas begins sending its vast cattle herds north to Kansas railroads; Union hunger for beef gives the Lone Star Republic more needed cash. The United States has built its territory around Texas, though American borders have been changed further from our current ones as the Gadsden Purchase was never made (look it up). The two republics get along well, if sometimes cautiously. The campaign period begins in 1872, with the U.S. presidential election—and a presidential election in Texas, too.

This BOOT HILL campaign period is marked by the growth of railroads, continued battles with Comanches and other hostile Indian nations, the need to protect settlers and cattle drives, border clashes with Mexican forces, outlaw activity, violent ranching feuds, and all the other elements you would expect from your basic Western scenario.

9. Look for ways to integrate the PCs into the campaign as members of elite government or private forces. Elite forces get special equipment, special training, good pay, and a wide selection of dangerous adventures. Players love that sort of attention, and it keeps the game running for a long time.

Texas Ranger characters, for instance, are perfect for a Lone Star Republic campaign. The GM should get a few books on this organization, such as the Osprey Military volume, *The Texas Rangers (Elite Series)*, which gives the history of and the arms, equipment, and clothing used by the Rangers. Perhaps the Rangers would also acquire an espionage arm, for keeping tabs on Mexico and, incidentally, America and Britain. (Look at the secret service that Pinkerton set up for the U.S. government during the Civil War.)

10. Spice up the setting to give it flavor and uniqueness. Just because the setting is based on history doesn't mean you can't fudge with things to make them even more interesting. Certain "period piece" elements of pulp SF, horror, romance, mystery, and so forth could be written into the world and adventures of the Lone Star campaign.

Think of Jules Verne: *Twenty Thousands Leagues Beneath the Sea, Mysterious Island, A Journey to the Center of the Earth*. Think of Dr. Frankenstein, Dracula, and Dr. Jekyll (and Mr. Hyde). Think of the old TV shows "Kung Fu" and "The Wild, Wild West." (Tycho Loveless, the mad scientist! James West, the secret agent!) Dime novels of the late 1800s featured steam-powered robots running across the prairie; why not use one in your campaign, too? Mutant gila monsters, giant rattlers, The Valley of Gwangi—sorry, got carried away there.

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You might also look at the end of last month's column and note mention of other late-1800s game products like Chaosium's *Cthulhu by Gaslight* or TSR's *Masque of the Red Death and Other Tales*. What a nasty addition those would make to a BOOT HILL game! And the wonderful "Gothic Heroes" column by William W. Connors, from issues #105-107 of the Newszine, should be thoroughly examined, perhaps in combination with the list of real-world and fictitious gunfighters from the BOOT HILL game. Billy the Kid vs. Dracula! (Sorry, got carried away again.)

A little special cultural flavor can be introduced by carefully manipulating the background history. An adventuring party composed of Victorian Englishmen and Texians seems rather appealing, doesn't it? You may have noticed that I used Britain's monetary influence to end slavery in Texas. The British might carefully water down or work against the powerful racist elements present in Texas in the 1800s, making the campaign more palatable for present-day gaming. Texian characters could journey by ship to British ports in Jamaica, Belize, India, Australia, South Africa, and Hong Kong for further Boot Hill adventures.

The Lost Colony

Whosoever, in writing a modern history, shall follow truth too near the heels, it may haply strike out his teeth.
—Sir Walter Raleigh, preface to History of the World (1614)

The previous section looked at ways that a GM could create an alterniverse setting for game play. Now we look at letting the players create their own alterniverse—possibly without their being fully aware they've done it!

The trick here is for the GM to take a historical setting and focus on one pivotal event as the basis for an adventure—and let the PCs, through their actions, change the outcome of that event. The GM merely continues playing out the campaign, building on the logical consequences of the change. Some players will catch on and some won't, but if the GM has planned well, the campaign will only grow more intriguing and fun.

As an example, picture a fantasy campaign using one of the seven green-cover Historical References for the AD&D® game as its basis: HR4, *A Mighty Fortress*. (In doing so, we see that alterniverses are not for SF games only!) *A Mighty Fortress* carefully details Europe between the years 1550 and 1650, the Elizabethan and Thirty Years' War periods of history, then adds special AD&D game rules for firearms and magic and turns players loose. The setting is very complex and can be endlessly elaborated upon if the GM reads a little history.

One aspect of Elizabethan history of particular interest concerns the New World, what we know as North and South America. Spain, England, and France were intensely interested in exploring, exploiting, and colonizing both continents during this period, but only Spain got anywhere, conquering virtually half the Western Hemisphere by 1550. The English and French had awful luck; Jacques Cartier, who tried and failed to put up a colony along the St. Lawrence, commented, "I am rather inclined to believe that this is the land God gave to Cain." But the lure of the New World and its potential riches grew ever stronger.

Imagine, then, a scenario that begins in London in the spring of 1588, with all England fearfully awaiting the arrival of the Spanish Armada, Philip II's massive invasion force. The largely English group of adventurers knows about the colony of over 100 people that the famed seafarer Sir Walter Raleigh took to the new world last year, trying for a second time to establish a home in "Virginia" (at what's now Roanoke Island, North Carolina). But Queen Elizabeth needs all ships and sailors to defend the homeland, and Spanish war vessels are all about.

The adventurers are approached by none other than Sir Walter Raleigh himself, as well as by relatives of some of the colonists. They are asked to join a relief expedition to get two ships through the blockade to bring food, firearms, and clothing to the colony. (The PCs must have shown themselves to be wealthy and worldly first, obviously, or Sir Walter wouldn't have bothered.) A little money can be offered up front by Raleigh; he'll have more when they return. The relatives can only appeal to the PCs' innate goodness and mercy.

Assuming the PCs let themselves get sucked into this adventure like lost dice up a Hoover, they can collect their own adventuring gear before being put in with other crewmen aboard two relief ships. They then must somehow escape from England without being destroyed by the Spanish Armada or treacherous weather, cross the ocean without being eaten by sea monsters, find the colony using poorly drawn maps, and deliver the supplies. At this point, the PCs will doubtless take oaths to never leave England again and subject themselves to such horrors.

Ah, but the adventure has only begun!

The GM should read as much about the famed Lost Colony of Roanoke as possible. He will discover that Roanoke was a lousy place to set up a colony in the first place, it being subject to storms, without a natural harbor, lacking good food, etc. The local Indians were friendly to the English until the bigoted leader of a previous expedition to Roanoke killed some of them.

So the characters arrive and find the colonists in terrible trouble, many sick and everyone starving. Many colonists want to go home on the relief ships, but the appearance of supplies heartens them a bit. Maybe, just maybe, they'll make a go of it—if the characters help out.

If the PCs have their wits about them and have been making plans of their own, they might settle in with the colonists, taking one of the two ships for their own. (The GM could be mean at this point and sort of accidentally sink the two ships, stranding the PCs here for good.) Perhaps one PC secretly practices white or gray magic, another knows about medicinal herbs and potions, yet another brought lots of guns and powder, and a fourth knows a bit of local Indian languages, having been on an earlier trip to this area. The PCs settle in to become natural leaders for the revived colony.

Options for the group at this point include moving the colony to a better location, probably farther north, or building up the local defenses and food supplies as much as possible. The next relief expedition won't come (historically speaking) until 1590, so the characterss have lots of time to kill. The gamemaster can fill that time by adding things like meetings with Indians, attacks by sea monsters or wayfaring Spanish warships from the Caribbean, a visit by a wizard using black magic, and the discovery of the natives' local tobacco. (Many Native Americas smoked, from the Caribbean up to Canada.)

Historian Samuel Eliot Morison wrote that there were four things that made English colonies in Virginia successful: developing a good tobacco crop that sold for huge amounts of money in Europe, allowing colonists to own their own land, setting up the rule of English common law and notions of freedom, and bringing women to the mostly-male settlements so that families could be established. PCs who follow a similar pattern, doing whatever they can to keep the colony alive and help it grow, can expect similar success and eventual fame and riches.

(Feeling politically correct? This could be a problem. If you don't want to lay the foundations of the modern tobacco industry, you'll have to come up with some other source of fast cash to keep the colony alive. Plantation crops do extremely well in this area, but to make them run properly, plantations require lots of cheap labor—i.e., slaves, serfs, or prisoners. Hmmm. Good luck!)

If the PCs succeed in keeping Roanoke alive, world history will be greatly changed. In fact, history will be changed the moment the two ships manage to get past the Spanish vessels off England, as in real life both of Sir Walter Raleigh's relief ships of April 1588 were turned back.

What happens next? The long-term consequences of a successful English colony in North America are difficult to fathom, but it's not unreasonable to envision Virginia becoming a super-colony taking up most of the mid-

dle Atlantic seaboard (what is now North Carolina, Virginia, Delaware, Maryland, etc.). England will be richer and more powerful. By 1650, the end of the HR4 time period, the center of colonial population and wealth might have shifted from New England to Virginia. Huge farms and plantations would spread. Wars with Indians would be fought. Immigrants would pour in by the tens of thousands.

If black slavery is not widely practiced (as it is in Spanish territories at this time), then penal camps would provide the manpower for the backbreaking labor required in the fields. Perhaps indentured servitude would be widespread, with male colonists being required to work for years on farms in return for eventual freedom and their own plots of land.

The original colony at Roanoke might be renamed Raleigh (after Sir Walter) by 1650, and booming cities like Glorianna (after Queen Elizabeth I), Jamestown (after King James I), and the Puritan ports of New Plymouth and Cromwell (see below) might appear. Puritans would be the primary immigrants, especially if the British royalty is strengthened by Virginian trade and successfully destroys Oliver Cromwell's Puritan revolution.

King James I and his successor, Charles I, were rather dictatorial, unfortunately, so perhaps Virginia would become a place of refuge for oppressed religions and peoples. (Hence, all the Puritans migrate here—and you get New Plymouth and Cromwell.) And then there are all those convicts, debtors, and poor immigrants looking for a better life. Would a revolution against royal tyranny begin here, in the streets of Cromwell and Glorianna in the Great Colony (perhaps soon to be the Great Nation) of Virginia?

Vive L'empereur!

You write to me that it's impossible; the word is not French.
—Napoleon I (letter, 1813)

One last use for alterniverses in role-playing games should be brought out briefly: the Dedicated Enemy World. An alterniverse can easily serve as a source of endless foes for a cross-time campaign. Having a Nazi-dominated world is obvious enough. But what about a dangerous world that knows nothing of Nazis?

An alterniverse-game GM may wish to consider a world in which Napoleon I had much better luck. The first modern secret police system was established under Napoleon, and it is interesting to speculate on the dark side of a late 1800s' French Empire, more an imperial police state than anything else, reaching from Louisiana (what is now the south-central United States) and Haiti across the Atlantic to nearly all of Europe, then on to the Middle East and India.

What if some of this world's French secret agents were able to cross over into other worlds, there to stir revolution, blow up military and government targets, kidnap officials, ship arms to enemy nations, and add territory to the great French Empire? What if evil Cthulhoid cults or vampires were helping them? The great British Empire has now found a terrible opponent in a *Cthulhu by Gaslight* campaign, or in a RAVENLOFT® Gothic Earth world—and the PCs, if they are British citizens, will meet many deadly foes.

Magical travel to the French Empire world might allow PCs to stir up trouble of their own, as they attempt to break the grip of the Emperor Napoleon IV on a conquered England, help America defeat spies and saboteurs from Louisiana, and so forth. Or, the PCs might happen to like France's commanding position, but wish to cut away some of its nastier aspects, like the Cthulhoid or vampiric elements in the government, the secret police, and so forth, bringing greater freedom and peace to the world that Napoleon I conquered.

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Enemies need not be human in science fiction games, of course. Of the other alterniverse games on the market, the *TimeMaster* and *Fringeworthy* games are worthy of note here. Each of these games includes a major hostile nonhuman race (the Demoreans and Mellor, respectively) that is actively fighting humanity across a number of alterniverses. These races make great enemies (feel free to borrow them and adapt them to your own campaign!), but they have no connection that we know of with human history.

It is difficult but not impossible to think of intelligent nonhuman races arising from our own history, but mutant humans, experimental animals, aliens, and so forth might still be possible to find. Imagine an Earth run by intelligent reptiles, descended from the dinosaurs (which did not die out). Imagine an Earth in which lemurs, psionic dolphins, gorillas (as per Michael Crichton's *Congo*), or tiny tarsiers developed advanced cultures. Imagine an Earth in which Cro-Magnon humans did not survive, but Neanderthal humans did. These beings would not necessarily be hostile to our world and ourselves, but for the sake of gaming, anything is possible.

And aliens? Well, what if the big Tunguska explosion in 1908 was caused by a crashing alien spacecraft, and in one alterniverse the spacecraft landed safely? Could be interesting. Could be dangerous. Think about it.

This ends the "Living Galaxy" alterniverse series, and I thank you for putting up with my fascination with this topic. Next month, another leap—in a different direction—into the SF universe. ❑

Conventions

DarkCon 2, July 28-30, Norman OK—The Southwest's largest gaming club invites you to participate in the hottest event this summer. Darkmoore proudly features the Sixth Annual "Player of the Year" tournament, along with many other fine gaming events, including *Magic: the Gathering* tournaments, historical and fantasy miniatures, RPGA Network LIVING CITY events, and more. For more info, contact Nathan Carpenter, 624 SW 24th, Moore, OK 73160. Phone (405) 794-7624.

Action, July 29 Des Moines IA—Come join the Action! The Adventurers of Central Iowa are bringing us a summer convention with their usual assortment of great gaming including *Magic: the Gathering*, AD&D game, *Battletech*, *Star Wars*, *Paranoia*, other gaming events, and a contest or two. There is the added bonus of readily available prizes, video games, food discounts, and free admission for preregistered GMs! Tickets for the event are merely $2 in advance, $3 at the door. For informant contact ACI at 1304 Boyd St., Des Moines, Iowa 50316, or call (515) 266-2358.

Icon III, July 29-30 Edenvale, Gauteng, South Africa—Sponsored by the South African Gamers Association (SAGA), this two–day game and comics fair includes role-playing (AD&D game, *Cyberpunk*, *Castle Falkenstein*, *Call of Cthulhu*, *Elric!* and *Vampire*), LARP, a *Magic: the Gathering* tournament, miniatures demos, and computer games. Other events include miniature painting, art and costume competitions, games auctions, anime, dealers, and a convention dinner. Entrance is R5/weekend, plus a registration fee per event. Please write to SAGA, P.O. Box 965, Kengray, 2100, South Africa for more details.

Ogre-Con, August 11-13, Oklahoma City OK—At the Central Plaza Hotel, 405-235-2761, 1125 Martin Luther King Blvd. Guests include Anthony Ainley, John Peel, P.N. Elrod and Eric Hoffman. Ogre-Con, P.O. Box 300076, Midwest City OK 73140.

RailCon, August 25-27, Lakewood CO—The only convention dedicated to train gaming–no other convention will run as wide a variety of train games. The guest of honor will be Darwin Bromley. The convention will be held at the Sheraton Hotel west of Lakewood, CO. Preregistration costs $30 and covers entrance fee and all event fees. For more info, contact the Train Gamers Association, PO Box 461072, Aurora, CO, 80046-1072, or call (303) 680-7824. For rooms, call the Sheraton of Lakewood at (303) 987-2000.

FoxCon '95/Emperor's Birthday Con XIV, September 1-3, Arlington Heights IL—The Elgin Eagles & HMGS-Midwest present this convention. It will be held at the Arlington Park Hilton Hotel at 3400 W. Euclid, Arlington Heights, IL 60005. Events include historical and adventure miniatures as well as role-playing and board games. Registration is $13.00 for one day, $18.00 for the whole weekend. There is a $2.00 discount for HMGS & RPGA Network members as well as a discount for judges. Preregistration is available. For more info, send a SASE to Randy Giesey, 1775 Ashford Circle, Wheeling, IL 60090-5100.

Tacticon, Sep 16-18, Lakewood CO—Presented by the Denver Gamers Association, this con will have over 150 events, including *Magic: theGathering*, *Star Trek:TNG*, RPGA Network tournaments, the Golden Dagger tournament, art show, miniatures events, auctions, and a figure painting contest. preregistration is $15 for the weekend. For more info, contact the Denver Gamers Association, PO Box 440058, Aurora, CO 80044, or call (303) 665-7062. For room info, call the Sheraton Hotel in Lakewood at (303) 987-2000.

Fields of Honor IV, September 22-24, DesMoines IA—at Howard Johnsons Hotel, Merle Hay Rd and I-80, Des Moines, IA. Admission: $10.00 for the weekend, $5.00 per day, $1.00 visitor pass. Events: wargaming, miniatures gaming, board games, card games (including *Magic: the Gathering* tournament), RPGA events, dealers, and a painting contest. For more info, send a letter to: Fields of Honor, 6501 Douglas Ave, Urbandale, IA 50322; or phone (515) 253-0907.

Shorecon '95, Sep 22–24, Ashbury Park NJ—Returning to the New Jersey shore, this convention, sponsored by The Outer Realms and Multigenre, Inc., will be held at the Berkeley Carteret Hotel on Ocean Avenue in Ashbury Park, NJ. Events include board, war, miniatures, Live Action, and role-playing games; comic books; and science fiction events. A full track of RPGA Network and LIVING CITY events will be presented. Other activities include *Magic: the Gathering* tournaments, a dealer's room, game auction, two dances, costuming, seminars, signings, anime, movies, and demonstrations/presentations by historical recreation groups and science fiction clubs. Registration: $15 preregistered, $20 at the door. Single day rates vary. Write to: Multigenre, Inc., 142 South Street, Unit 9C, Red Bank, NJ 07701 -2502; email: acd@hotld.att.com or Multigenre@aol.com.

CogCon III, Sep 22–24, Rolla MO—This convention will be held at the Miner Recreation Building at the University of Missouri, located at the northwest corner of 10th Street and Highway 63 in Rolla MO. Events include role–playing, board, and miniatures games. Other events include miniatures painting contests, charity raffle, and anime. Registration: $8 if preregistered by Sep 10, $10 at the door. Write to: GEAR, PO Box 1939, Rolla MO 65401 or email: gear@albert.nuc.umr.edu.

CapitolCon XI, Sep 23–24, Springfield IL—Join us at the Prairie Capitol Convention Center in Springfield IL for two days of frivolity, frolic, fantasy and fun! We'll have lots of historical, sci-fi, and fantasy miniatures games; board games of every description, including a nimber of Puffing Billy events; and lots of role–playing games such as *Vampire, Werewolf, Star Wars,* AD&D game, and more. There will also be RPGA Network events, including LIVING CITY, *Marvel Superheroes,* and *Shadowrun.*

Other events include a *Magic: the Gathering* tournament, an auction, a miniatures painting contest, and a few surprises! All this for only $10 for both days. For more info, contact John Holtz, 400 E. Jefferson St., Springfield IL 62701; phone (217) 753 2656.

AndCon, Sep 28-Oct 1, Toledo OH— AndCon, the PBM and gaming experience, has added sci-fi and fandom programming! Gaming features are *Magic: The Gathering* and other CCG tournaments, RPGA events including first-run LIVING CITY events and the largest interactive LIVING CITY event anywhere, *Puffing Billy*, and LARP *Vampire*. Guests include Scott Douglas, RPGA Network Coordinator; Darwin and Peter Bromley of Mayfair Games, Inc.; Frank Mentzer, game designer; and Lee Cerny and Walter Mytczynskyj of Stellar Games. Robin Wood is our Artist Guest of Honor. Paul Brown of RSI is our PBM Guest of Honor. We also feature dozens of board games and miniatures. preregistration weekend badge price is $24.95. Write to Andon Unlimited, AndCon '95, PO Box 1740, Renton WA 98057-1740. email Andon@aol.com.

Hexacon '95, October 6-8 High Point NC—The largest gaming convention in North Carolina will be held at the Holiday Inn Market Square. Our guests of honor include Tim Olsen, designer of Task Force Games' *Prime Directive*; Tony DiTerlizzi, renowned artist for White Wolf's *Werewolf* and TSR's MONSTROUS COMPENDIUM® accessory and PLANESCAPE™ setting; and former TSR editor and designer David "Zeb" Cook. Special events include Charity Merchandise, a Rated-Ace *Star Fleet Battles* tournament (run by Tim Olsen, co–designer of the game system), many RPGA events; a *Magic: the Gathering* tournament with cash prizes; and more. Preregistration costs are $15, and must be received by September 15; the cost is $20 at the door for the weekend. For more information, write to Hexacon (c/o SF3), Box 4 EUC UNCG, Greensboro NC 27412 or call 910-334-3159.

Dire Consequences III, Oct 6–8, Waterbury CT—This con will be held at the Sheraton in Waterbury CT, and will include three new LIVING CITY adventures, a *Call of Cthulhu* team event, a two–round ranked *Call of Cthulhu* tournament, and Virtual Seattle and LIVING JUNGLE events. There will also be *Battletech* and *Magic: the Gathering* tournaments. Admission is $20 for the weekend. For more info, write to PO Box 251, Bristol CT 06011–0251.

Wanted

Network HQ is looking for two computer literate Living City and Living Jungle enthusiasts willing to assist with the maintenence of the character database. Interested? Contact Scott at Network HQ for more details.

Bay Games, October 13-15 Laurel MD—Bay Games will host tournaments for RPGA Network, the AD&D game, *GURPS,* historical and fantasy miniatures, *Diplomacy*, *Battletech*, *Magic: the Gathering* Mox Tournament, *Star Trek* CCG, *Illuminati NWO* and many other game systems. Also there will be special "Live-action RPG" Friday the 13th. Guests of Honor include *Magic: the Gathering* artist Bryon Wackwitz and John Staton, artist for the upcoming Marvel CCG. The convention will be held at the Best Western Maryland Inn. preregistration memberships are $17 for the weekend, $25 at the door, $12 per day. For information please write to: Bay Games '95, PO Box 883, College Park MD 20741-0883, or email avatar@wam.umd.edu.

Attention Game Fair Attendees!

The RPGA Breakfast scheduled for 8 am on Friday, August 10 has been moved to the Crystal Ballroom in the Hilton Milwaukee (formerly the Marc Plaza) 509 W. Wisconsin. Expect the same merriment, festivities, and epicurian enjoyment, but expect to find it at the Hilton Milwaukee. See you there!

InterCon '95, October 13-15, Kamloops, British Columbia, Canada—InterCon '95 will be held at the Kamloops Exhibition Complex. InterCon represents all sci-fi interests. Events will include RPG and miniature tournaments, lectures/presentations and autographs from TSR guests, UFO and unknown phenomena researchers, and movie celebrities. There will also be a large trading area and cinema. Offsite festivities at the Stockman's Hotel; a cabaret style comedy improve group, midnight movies at the Paramount; "Heavy Metal" and "Wrath of Khan". Saturday evening limited tickets for sci-fi theme masquerade banquet and ball. Write to: InterCon '95, 1021 McGill Rd, Kamloops, BC, Canada, V2C 6H4.

Totally Tubular Con III, October 13-15 Fullerton CA —Southern California's only all-RPGA event convention features the region's best role-players. Several LIVING CITY events will be among our network tournaments. Special room rates of $49 are available by calling Days Inn at 714-635-9000. Convention registration is $25 until October 1, or $30 at the door. Pre-register early because space is limited. Contact: Totally Tubular Con, PO Box 18791, Anaheim CA 92871-8791, or email: PartDragon@aol.com.

Contact 13, Oct 13–15, Evansville IN Celebrate your Friday the 13th with us! We will have a horror/science fiction theme this year to take advantage of our perfect timing. Located at the Holiday Inn –Airport (formerly the Ramada Inn), we will offer a dealers' room, an art show and auction, panel discussions, a hospitality suite, brunch buffet, a masked ball, and other curious entertainments. Our guests of honor include Dr. Bill Breuer (Science Humorist), who in addition to his usual humorous presentations will also give a talk on the Apollo 13 mission, one of the tensest missions in NASA history; Naomi Fisher (Fan Guest of Honor), known for her great parties and art show expertise; and a yet-to-be-announced Professional Guest of Honor. Memberships are $17 until Sep 1, and $22 after that. For more info, contact: Contact 13, PO Box 3894, Evansville IN 47737; Phone (812) 425 2715. Hotel reservations: Holiday Inn –Airport (800) 465 4329 or (812) 424 6400.

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